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UNOFFICIAL

GAMESPOT GAME GUIDE: SOLDIER OF FORTUNE

BY THE STRATOS GROUP

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INTRODUCTION

Soldier of Fortune is much more than just another first-person shooter. It successfully blends a story-driven plot with intense action, much like Half-Life did a little more than a year ago. The game also uses the same time-tested Quake II engine Half-Life used, but the similarities end there. Raven augmented the engine with many new features, such as the GHOUl modeling system, which introduces true location-based damage, translating into 26 different zones to hit on each enemy. Very cool.

You'll play the role of John Mullins, military hero turned mercenary, who works for the Shop, a covert UN anti-terrorist group. Backing you up will be Army demolitions expert Aaron "Hawk" Parsons in many of the missions and former CIA recon master Sam Gladstone for debriefings in between major assignments.

In this guide, we'll give you:

- »» The lowdown on all the weapons and items you can use as well as information on your foes
- »» General tips to become a more efficient killing machine
- »» A complete, detailed walk-through to the single-player campaign as well as tips for multiplayer fragging
- »» Cheat codes and a glossary of the important people, places, and terms used in the game





CHAPTER 1

Weapons

Soldier of Fortune has a large selection of deadly weapons, most of which are very realistic. Here is a list of all the available weapons in Soldier of Fortune along with an analysis of each weapon's strengths and weaknesses.

PIG STICKER COMBAT KNIFE

The pig sticker is your last-resort killing weapon. The primary fire, while capable of killing enemies quickly, is grossly limited in range and not a recommended way to try and stop terrorists armed with guns. The alternative fire will throw a knife in a short arcing pattern. The range of the thrown knife is rather limited, but a direct hit to the neck or head will typically kill any unarmored target. Your best bet is to aim near the center and top of an enemy's head to increase your chance of getting a single fatal hit. After you hurl your knives, don't forget to pull them out of the dead bodies. Knives generate no noise, which is useful if you're trying to keep your PADD from spiking into the danger zone. You begin each mission with six knives and can throw all but your last knife.

BLACK PANTHER 9MM HANDGUN

One of the original weapons available, the black panther is not a particularly potent weapon. While it sports a moderate rate of fire, it lacks much stopping power and anything short of a head, neck, or groin shot will usually not take down an enemy with one hit. The black panther's one main asset is that it generates little noise, but there are quieter weapons, like the suppressed SMG, that are both softer and deadlier. This is your default multiplayer weapon, and we strongly recommend finding a better weapon immediately. The black panther holds 18 rounds per clip and uses 9mm ammunition.





SILVER TALON .44 HANDGUN

The talon is a major improvement over the weaker black panther. While it generates more noise, fires slower, and holds less ammo, each shot has roughly twice the power of the weaker 9mm black panther. This makes the silver talon much more useful for leaning around corners and capping enemies as well as more useful for longer-range sniping attacks. The silver talon generates about twice as much noise as the black panther, but in relative terms, it's still one of the quieter weapons available. In multiplayer, the silver talon is still powerful, but less useful, mainly because its slow rate of fire can make it difficult to lag-lead the faster human-controlled opponents. The silver talon uses .44-caliber ammunition and holds nine rounds per clip.

B-42 (BERSERKER) COMBAT SHOTGUN

In terms of massive, limb-rendering damage, the combat shotgun rates near the top of all available weapons, provided you are shooting at unarmored targets at close range. Armored targets take relatively little damage from the shotgun, even when a shot is aimed directly at their heads or throats. At long ranges, the spread effect of the shotgun also makes it inaccurate, meaning you must charge your enemies to rip them open. Unfortunately, the combat shotgun is also one of the noisiest weapons available, especially on any of the harder difficulty settings. While it's a potent weapon for the first few levels, the slow fire rate and range and armor limitations greatly reduce its usefulness in the later levels. In multiplayer, so long as your opponent hasn't grabbed any armor yet, the combat shotgun is an excellent close- to mid-range weapon. At point-blank range, the combat shotgun is usually a guaranteed kill against an unarmored enemy regardless of where you aim. The combat shotgun holds eight rounds and uses 12-gauge shells for ammunition. Note that you can interrupt the reloading animation of the combat shotgun to fire it.

EAGLE EYE SNIPER RIFLE

The eagle eye is the most potent long-range weapon available in Soldier of Fortune. Its alternative fire lets you zoom in using the sniper scope, and the weapon's special keys let you adjust the focus distance of the scope. For some odd reason, the eagle eye is remarkably inaccurate if you don't use the zoom of the sniper scope, meaning it's nearly useless in close-range gunfights. The eagle eye is completely silent, generating no noise on your PADD. Another notable point of the eagle eye is that it is the only weapon available that can kill the pilots of the various helicopters encountered in-game. The main use of the eagle eye is to nail unsuspecting terrorists in the head from long distances while you sit behind cover. Most of the situations in Soldier of Fortune do not play into this style of combat, meaning you should probably stick with one of the faster firing weapons for most of your combat. In multiplayer, there are very few situations where you can





use the eagle eye, mainly because most multiplayer maps are very cramped and have little or no open space. The eagle eye uses 5.56mm ammunition and holds six rounds per clip.

BULLDOG T-31 SUPPRESSED SUBMACHINE GUN

Hawk's weapon of choice, the bulldog is one of my personal favorite weapons as well. The bulldog generates no noise and sports an extremely high rate of fire, making it an excellent tool for quickly and quietly taking down terrorists. Unfortunately, the bulldog does relatively very little damage per shot, requiring you to spray a target with several rounds to make sure he goes down. The bulldog is also fairly inaccurate, meaning it is very difficult to conserve its limited ammunition. I typically save my bulldog ammunition for special situations where I want to generate as little noise as possible, but can't use the sniper rifle or knife to accomplish my killing needs. The bulldog is great fun in multiplayer games, but unless the arena is stacked with 9mm ammunition, you will quickly find yourself out of ammo. The bulldog holds 32 rounds per clip and uses 9mm ammunition.

RAPTOR SUBMACHINE GUN

Overall, the raptor is the most commonly encountered weapon in Soldier of Fortune. In terms of usefulness, the raptor is almost dead in the middle of the field. Sporting a high rate of fire, moderate accuracy, moderate noise generation, and moderate damage, the raptor neither excels nor lacks in any category. Due to the large amount of 5.56mm ammunition you'll find from terrorists, you'll likely use the raptor more than you'd like. Most enemies will not go down with a single hit from the raptor, so spray them with three shots on average to make sure they fall and stay down. I prefer to use a more powerful weapon like the .44 handgun for long-range shots and typically reserve the raptor for medium- and close-range fights. In multiplayer matches, the raptor is again in the middle of the field. While better than the default black panther, the raptor is inferior to the more potent guardian or slugthrower. The raptor holds 40 rounds per clip and uses 5.56mm ammunition.

M-75 GUARDIAN HEAVY MACHINE GUN

The guardian is my personal weapon of choice. Essentially, the guardian is a direct upgrade of the raptor, doing more damage and generating a bit more noise per shot. The guardian is capable of quickly and accurately ripping foes to pieces at long, medium, and short ranges, marking it





the most versatile weapon in the game. In addition to its accuracy and bullet power, the alternative fire launches a white phosphorous grenade that will bounce off of walls and explode upon contact with an enemy. The white phosphorous grenade uses 10 bullets per shot, but can kill even most armored foes, including the rocket launcher wielding enemies, with one hit. You can safely cower behind cover and take out groups of foes with one lobbed grenade. There is a plethora of ammunition available in most levels for the guardian, so you'll both want to and have the opportunity to use it often. In multiplayer games, the guardian again shines, letting you both rip foes apart with its primary fire and trap unsuspecting foes with the bouncing white phosphorous grenades. The guardian holds 40 rounds per clip and uses 5.56mm ammunition.

HEAVY HITTER H-24 SLUGTHROWER

Not available until very late into the single-player campaign, the slugthrower is a modestly potent weapon but lacks the insta-gib power of the MPG or the versatility of the HMG. The slugthrower shines against unarmored foes, usually taking them apart with one shot, but is less useful against armored targets. The main problems with the slugthrower are its low ammunition capacity and long reload animation. Especially against armored targets, you will find yourself constantly in need of more ammunition, which will cost you valuable combat seconds while you reload often. The alternative fire, using two slugs, launches a blinding flashpak-like grenade, which does very little damage, but will stun enemies caught within the blast. The slugthrower is a comparatively quiet weapon, making it a bit more potent on harder difficulty settings and in any situation where you need stealth and power. You won't find a whole lot of ammunition for the slugthrower, so it's usually not worth carrying around. In multiplayer matches, the slugthrower makes a much better showing. Since it sports a high rate of fire and high damage level, the slugthrower will usually eviscerate your enemies faster than they can mow you down, provided you don't run out of slugs. The slugthrower holds ten rounds per clip and uses slugs for ammunition.

M202A2 FLASH ROCKET LAUNCHER

The FLASH is capable of unleashing more destruction in one second than any other weapon in Soldier of Fortune. While a direct hit from the FLASH is immediately fatal, an indirect hit does not do as much splash damage as you might hope. To boot, the FLASH generates massive amounts of noise, more from the explosion of the rocket than the actual firing of the weapon. In most cases, you will not want to use the FLASH in the single-player campaign due to the limited ammunition you find for it, and the large amounts of noise it generates. However, the FLASH is the quickest way to take down tanks and helicopters. The secondary fire of the FLASH will kill





almost every enemy in the game; possibly the only thing that can survive is the attack chopper in the Japan level. In multiplayer, the FLASH is great fun; the limited ammunition and high noise levels make very little difference in the hectic multiplayer battles. The secondary fire especially is a great way to maul a group of foes and makes a nice suicide attack if you're already at the end of your ropes. The FLASH holds four rounds per clip and uses NM-22 rockets for ammunition.

M343D FLAMEGUN

While an exceptionally fun weapon, the flamgun is not a particularly practical weapon in the single-player game. The short range of the primary fire severely limits the situations in which you can use it effectively. While it generates no noise, charging up to near point-blank range to toast your enemies is not a practical way to live a long and healthy life. The alternative fire, using six gas units, is a bit more practical and lobs a medium-range exploding fireball. However, the alternative fire generates massive amounts of noise. Ammunition for the flamgun is not particularly common, so it's typically not very useful to haul the flamgun around. In multiplayer matches, the flamgun is a bit more potent; the cramped levels make the primary fire more useful. The alternative fireball attack is exceptionally potent in multiplayer matches, letting you lob gobs of hot death from behind cover or while hiding on rooftops. The flamgun can hold 60 units of gas and never needs to be reloaded.

R-22 MICROWAVE PULSE EMITTER

The microwave pulse emitter (MPG) is second only to the FLASH rocket launcher in terms of sheer instant killing power. However, the MPG generates no noise, making it an extremely useful weapon in the single-player game. The primary fire is a lightning bolt-like attack that quickly fries any enemies caught within its somewhat short range (although it does appear to be longer than the flamgun). This mode is useful against single enemies, but since it requires you to hold the beam on your foe for a few seconds, it is not recommended for use against groups of spread out foes. The alternative fire of the MPG, using ten battery cells, is a single shot blast that instantly kills any enemy caught within the blast's path. This mode is very potent for quickly dealing with single foes or several very tightly packed enemies. Ammo for the MPG doesn't become plentiful until the very last level, meaning you should probably stick to more conventional weapons until then. In multiplayer, the MPG can quickly dispatch a foe with either the primary or alternative fire. The cone effect of the primary fire makes it particularly difficult to avoid and will quickly frag even armored targets. The alternative fire is much more difficult to hit with in multiplayer, meaning it's usually a safer bet to stick with the primary fire. The MPG holds 30 cells per clip and uses batteries for ammunition.





CHAPTER 2

Items

There are six different pieces of equipment you can acquire through the game. Some are defensive, like armor, while others are offensive, like grenades. Here is a list of the available equipment and suggested uses of each.

ANGEL R-43 LIGHT AMPLIFICATION GOGGLES

There are only a few situations in *Soldier of Fortune* in which the lighting level becomes a significant handicap. While it helps some to use the angel goggles in these situations, you can usually get by quite well without them. There is no really strong reason to use the angel goggles, so for the majority of the single-player game, I ignored them. In multiplayer, they share a similar fate, lacking any real situation in which they are required for effective success.

BALLISTIC ARMOR

Armor is your main form of defense in the single-player game and an extreme aid in multiplayer matches. In most situations, you will want to grab whatever armor presents itself, with a few important exceptions. If your armor is only slightly damaged, it typically pays to leave a fresh suit of armor behind to acquire later after you have taken more damage. Don't waste an entire fresh suit of armor to repair just a minor dent in your current armor. While not all areas of the single-player campaign are accessible after certain plot points, keep in mind that you may want to risk waiting to collect that armor in case you find yourself desperately needing it later.





C4 PLASTIQUE

While it is primarily a demolition tool, C4 can also be used to blow up your foes. If you are near a wall, C4 will stick to the wall and detonate after several seconds. If you are not near a wall when you use C4, you will toss it in a grenade-like fashion for a short distance. C4 isn't quite as tactically useful in the single-player game as grenades, but it is quite fun in multiplayer. Planting C4 on walls while running away or past foes can set up large detonation zones of death. Be warned that C4 generates a lot of noise and will quickly push your PADD to near danger levels.

FIELD MEDICAL KIT

Once your armor has been depleted, you will begin to take damage to your health bar. Med kits are a portable health-restoring tool. While there are stationary first-aid stations scattered throughout most levels, the med kit is everywhere you need it to be. Try not to waste a med kit healing a minor wound, but it doesn't typically pay to stockpile them for special occasions. You can only carry two at a time, so use them when you need them. In multiplayer matches, most med kits are non-portable and are instantly used when you run over them. In realistic matches, med kits will not restore health, only inhibit damage to arms and legs.

FLASH PAK

While it does little or no damage, the flash pak is still mostly an offensive tool. Hurlled like a grenade, the flash pak explodes with a huge glare, temporarily blinding anyone caught within its detonation. This has the advantage over a grenade of generating no noise, letting you paralyze a group of enemies and quietly finish it off with ease. In multiplayer games, flash paks aren't quite as effective, as your opponents can still run around and try to dodge you even if their screen is blinded.

HE-36 FRAGMENTATION GRENADES

Grenades are one of the most potent group-destroying weapons available in Soldier of Fortune. In many levels, they are extremely common, letting you use them fairly liberally to take out foes. However, they are noisy, so try to avoid hurling several in back-to-back sessions unless you don't mind your PADD spiking. Grenades will bounce off walls and detonate after a preset time, inflicting considerable damage to anyone nearby. Grenades are equally useful in both single- and multiplayer games, but remember that they have preset timers, and you must keep this in mind





when trying to nail a charging foe with the explosion. An exception to this is, during multiplayer, if you can actually score a direct hit with a thrown grenade, it will immediately detonate in your opponent's face.





CHAPTER 3

Enemies

Soldier of Fortune uses a modular system to randomly generate different looking enemies. While the various enemies have a varied look, many levels only have a few different general enemy styles. Learning to recognize which enemy fits which profile will help you determine the best way to kill it and what kind of counterattack to expect.

NEW YORK CITY, USA; SUBWAY

Most of the enemies here are thinly armed and armored. The shotgun will take most of your foes out with one blast at close range, or you can pump several 9mm black panther rounds into them from long range.

9mm Gang Member

This ugly fellow is one of the first foes you'll encounter. He's only packing a 9mm black panther, so don't fret too much. I prefer to get in close and blast his unarmored hide apart with a clean shotgun blast.

Shotgun Mohawk Gang Member

The leather jacket this mohawk-spouting foe wears won't stop him from a quick death. He does pack a shotgun, so either stay at long range and pick him off with your 9mm black panther or run up close after he fires his shotgun and rip him apart with yours.

Shotgun Gang Member

Like the other foes in this level, this guy doesn't have much in the way of armor or firepower. His shotgun can hurt a lot if he hits you up close, so hide at long range or charge up between shots to take him out.





SOROTI, UGANDA; ONBOARD A TRAIN

The foes aboard the train are slightly more heavily armed than those found in the subway, but they still have no real armor and can be disposed of quickly. The shotgun is probably your best bet on this cramped level. Don't worry about stealth; hit them hard and fast.

Sniper Guard

This guy is packing a sniper rifle, so keep yourself covered and try to close in between shoots. One shot will strip off half your armor, so wait until he is forced to reload and then cap him with the black panther or charge him with the shotgun.

9mm Guard

He's only carrying a 9mm black panther, so put some bullets into him and leave the corpse to rot.

Shotgun Guard

This soldier is carrying a shotgun, but still has no armor. After his initial shot, you'll have a few seconds to finish him off with whatever weapon you have on hand. So long as you have a little armor, this fool shouldn't be much of a threat.

Chopper

The chopper on this level is the real threat. Using both guns and rockets, the chopper can cut you down in a matter of seconds regardless of any armor you may or may not be wearing. Try to avoid the chopper by hiding in a covered car and take out either of the two pilots with the eagle eye sniper rifle.

GRACANICA, KOSOVO

The mission in Kosovo is where you will run into your first batch of real enemies. There is a much larger variety of foes here, armed with several different weapons. Most, however, are still lightly armored, so several quick shots will put them down quickly.

.44 Masked Soldier

This mask-wearing soldier packs a .44 handgun. This gives him both short- and long-range firepower, so take out your raptor SMG and cut him down quickly before he can put several holes in you.





Shotgun/Raptor Fuel Tank Soldier

This odd foe is either equipped with a combat shotgun or a raptor SMG. He carries a fuel tank on his back that, when shot, will explode and set him and anyone nearby on fire. This fuel pack can be shot after the soldier is already dead, so taking down one in a pack and then blowing his fuel tank can eliminate a group of enemies. Your best bet is to take him down at a distance with either the .44 handgun or the raptor SMG.

.44 Soldier

This lanky fellow can't take much punishment, but he is packing a .44 handgun. Stick with the raptor SMG and rend his skinny body apart.

Raptor Bruiser

This muscular brute packs a raptor SMG and can take quite a bit of pain before going down. While he isn't carrying any armor, he has noticeably more health than the thinner foes and will usually take two or three good shots before going down.

Raptor Guard

Another nondescript soldier, this fellow is another raptor SMG-packing guard. He can typically take two chest shots before dying, so put more than one round into him.

Sniper Lightly Armored Soldier

The Kosovar sniper is the first armor-wearing foe you'll meet. Shooting him in the body is a wasteful prospect, so aim for his rather unprotected face. One good shot from the .44 handgun should put this sniper down. Avoid getting hit by his high-powered rifle as seriously as possible.

UEDINENIYA, SIBERIA; MILITARY BASE

The next batch of foes you encounter are more heavily armed than their Kosovo predecessors. Most of the enemies you encounter here will carry some form of automatic weapon, so you must make several quick, accurate shots to prevent them from hosing you with rapid-fire weapons.

SMG Lightly Armored Guard

Your first female opponent is the only foe you'll run into on this level who is equipped with armor. Aim for her face or neck and try to kill her before you bang up her body armor too much; you'll want it for yourself. She carries a suppressed SMG, so stick with the accuracy of the .44 handgun to take her out with one crisp shot.





Raptor/SMG Snowsuit

This is one of the standard-fare soldiers you'll encounter on the map. He'll either be carrying a raptor SMG or a suppressed SMG, so either hose him with your own automatic weapons or take him out at long range with the .44 handgun. Try to avoid getting in too close to minimize the amount of damage you'll take from his burst fire.

Sniper Soldier

Unlike the snipers in Kosovo, this soldier isn't wearing any armor, but he still carries a high-powered sniper rifle. The fog on this level can make it pretty difficult to spot him at long range, so use any cover to get as close as possible, then cap him in the neck or head with one quick shot from behind cover.

Automated Turret

This is an automated turret, one of several scattered throughout the level. These guns can quickly tear you to shreds, so your best bet is to go in at them with your raptor SMG blazing and take them out quickly. Don't get too close, as the resulting death explosion can severely hurt you.

Snowcat

The snowcat tank is a most unpleasant surprise to run into. The machine-gun turret is powerful enough to kill you, even at full armor, in just a handful of seconds. Your best bet is to run in the same direction as the gun turret is spinning and hose the snowcat with the raptor SMG until the turret explodes.

Anti-Aircraft Turret

These automated antiaircraft turrets are not a necessity to fight. If you choose to duke it out with them, use the raptor or some C4 to eliminate them before the guns rotate to face you. If you fail to destroy the turret before it has finished rotating toward you, get behind cover immediately and try to sneak away.

Raptor Guard

Once you've breached the outer defenses of the base, you'll run into this version of the standard guard. Like his more heavily dressed brothers, he packs a raptor SMGs or suppressed SMG, so use the same quick kill tactics to bring him down.





9mm Biohazard Techs

The last variety of enemy you'll encounter is the biohazard suit wearing lab tech. Don't fret about him too much; his suit offers minimal protection, and he is only equipped with a 9mm black panther. One or two aimed shots will end his threat easily.

BAGHDAD OUTSKIRTS, IRAQ

John's first trip to Iraq introduces a large variety of enemies to deal with. Many similar designs are reused from past levels but several completely new enemies are also introduced. Most of the foes here are packing raptor SMGs, and several types use .44 handguns, putting severe a strain on your armor and health. Keep aiming for vital points like the face, neck, and groin and make prolific use of cover.

.44 Policeman

This Iraqi policeman is packing a .44 handgun but has little protection beyond his helmet. Use the time in-between his shots to plaster him with the raptor SMG or cut him down with your own .44 handgun.

FLASH Heavily Armored Soldier

This new opponent apparently is wearing a suit of modern-day plate mail and carrying around a FLASH rocket launcher! His armor will withstand a considerable amount of damage, so use the .44 handgun and put several bullets into his head or use the raptor SMG and lay down a constant spray of bullets into one of his limbs. Avoid his rockets at all cost; one hit can strip your armor from full to nothing.

Rottweiler

The Rottweilers are another new foe to deal with in the Iraq levels. While they have no guns, they run very quickly and will try to tear you up at melee range. Use the raptor SMG to burst several shots at them before they can close into attack range.

Sniper Guard

Similar to the Siberian snipers, the Iraq snipers also are not wearing any armor. Use their reload time to cap them quickly and avoid their powerful rifle shots.





Raptor Guard

This is one of the common soldier designs in the level, equipped with a raptor SMG. His helmet will sometimes deflect one head shot, but not a good neck shot. He can take two or three rounds before going down, so don't be stingy with your ammunition.

.44 Soldier

This rather lanky Iraqi soldier is packing a .44 handgun. He's not especially tough or smart; just avoid his shots with cover or dodging and pump him full of a few rounds.

.44 Captain

This Iraqi soldier also packs a .44 handgun, but is a little more intelligent and tougher than his more common brethren. I prefer to use the .44 handgun on him to put him down with one quick blast to the head or gut.

Raptor Soldier

Here's yet another generic soldier packing a raptor SMG. Use any cover to minimize exposure and cut him down before he gets in too close.

Raptor Bruiser

This bulky soldier resembles the ones you faced in Kosovo and has the same large amount of health. He takes one or two more shots to put down than the average foe, so aim for a vital point and pump several rounds into him to make sure he falls and stays down.

Tank

This is a more standard tank design than the snowcats you faced in Siberia. The main turret is rather inaccurate, but will cripple you if you are caught near the blast of its fire. To make matters worse, there is a machine-gun turret on top that will quickly track you and uses rapid-fire, high-damage bullets. Your best bet is to ready a FLASH rocket launcher and use the alternative fire to quickly pump four rockets into the main turret. Keep moving and use any cover available to hide from the tank's fire. Jump out in between the main turret shots to make your attack with your FLASH rocket launcher.

NEW YORK CITY, USA

Back in New York, you'll be fighting against Sabre's gang once again. You can expect to see the three types of enemies you encountered in the first level of the game, plus several new faces. To avoid redundancy, only the new enemies will be listed here; review the first-level enemies if you





need a refresher on the old foes. Most of the enemies here are a bit easier than what you faced in the last level, but they are often concentrated in small areas and frequently have hostages. Quick, accurate shots are a necessity on this level.

Heavy Machine Gun Guard

You'll only briefly run into this foe when you enter a warehouse during an arms trade, but this one is packing a heavy machine gun. Use your grenades to dispose of him quickly and try to avoid a straight out firefight with this dangerous enemy. While he's not armored, he can dish out more damage than you until you manage to grab one of his heavy machine guns.

9mm Chick Gang Member

Another female fighter, you may at first mistake her for a civilian, but she is carrying a 9mm black panther that she will use on you. Her thin clothing is no match for your bullets, so pump several quick rounds into her belly and move on.

Raptor Gang Member

This soldier is similar to the one you faced on the first level, but is packing a raptor SMG instead of the weaker 9mm black panther. His armor and his aim haven't improved any, however, so use cover to avoid his rounds and gut his thinly protected body with your heavy machine gun or raptor SMG.

SMG Medium Armored Guard

This surprise foe only shows up in one or two places, but he's carrying a lot of body armor and packs a suppressed SMG. If you are facing him alone, you can probably get by with dumping a horde of bullets into his belly with the heavy machine gun, but it's more efficient to aim for his less-armored head.

KORDOFAN, SUDAN; SLAUGHTERHOUSE AND MISSILE FACTORY

You may recognize these foes; many of them are the exact same ones you faced onboard the train on the second level. For brevity, only the new enemies will be introduced here, but all the foes you encountered on the second level will also make an appearance. Most of the enemies are packing combat shotguns or .44 handguns. Try to keep your distance and hit them between shots.





Flamegun Soldier

This new soldier packs a flamegun. Like the fuel-tank enemies in Kosovo, the gas tank on his back will explode if you shoot it at any time. This guy will rush straight up to you, so simply back away and plaster him with whatever gun is on hand.

.44 Apron Guard

Why people working in a slaughterhouse wear white robes I do not know, but this guard was intelligent enough to pack a .44 handgun. He's not particularly tough, so empty several rounds into him and avoid his powerful gunshots.

.44 Machete Bruiser

While the machete in his left hand is impressive, the .44 handgun in his right is the real threat. Like the other brutish soldiers you've encountered, this bulky fellow can take more damage than most regular soldiers. Two good .44 handgun shots to the gut will take him out, or you can pop him in the head with the heavy machine gun from long range.

.44 Captain

One of the higher-ranking soldiers you'll run into, this captain is also packing a .44 handgun. He moves rather quickly and has a small target frame, but won't take much punishment. Whatever gun you have handy should be enough to take him down with a couple of quick shots.

Shotgun Soldier

Like many enemies in Sudan, this soldier is packing a combat shotgun. This model is a little tougher and slightly more adept than the earlier soldiers you encounter in the level. Try to keep your distance if possible, but weave in between shotgun blasts to take him out if you must.

Slugthrower Medium Armored Guard

This nasty surprise is awaiting you near the end of the level. This soldier is toting a nasty slugthrower and covered with a considerable amount of armor. Try to stay behind cover and hose him with the heavy machine gun or use a white phosphorous grenade to take him out instantly.

TOKYO, JAPAN; SUNI SYSTEMS

The Japanese Mafia you encounter in Tokyo is armed mainly with 9mm black panthers and raptor SMGs. The heavy machine gun and suppressed SMG are probably your best two choices for this level. The enemies here are usually very concentrated and will come at you hard and fast. While none of them wears any armor, their sheer numbers will still prove a problem.





9mm Female Guard

This lady assassin may remind you of the female guards in Siberia, but the Tokyo version is not wearing any body armor. She's only packing a 9mm black panther, so dump two or three quick rounds into her and move onto the more heavily armed foes.

Raptor Yakuza Bruiser

These muscular yakuza soldiers pack raptor SMGs and are probably your biggest threat. Like the brutes from previous levels, they take a little more damage than the rest of the enemies on this level, so put a few extra rounds into them before leaving.

9mm Suit Yakuza

Don't confuse this suit-wearing yakuza with the civilians you'll encounter inside Suni Systems. It's not easy to spot him from a distance, but he is packing a 9mm black panther in his right hand. He's not exceptionally tough, fast, or strong, so just dump some lead into him at whatever opportunity presents itself.

SMG Ninja

The ninjas are a rather fun and unpleasant addition to the Tokyo lineup. They have a tendency to do a lot of acrobatics and seem to run a bit faster than the other enemies. They pack suppressed SMGs, so try to take them out of a group first. If you knock their gun away, they'll even start throwing knives at you.

Raptor Suit Yakuza

This fellow resembles these suit-wearing enemies, but has lost his jacket and gained a raptor SMG. He's not as bad as the brutes or ninjas, but he's more of a threat than the 9mm black panther-armed enemies, so stay at long range and shorten his life expectancy.

Attack Chopper

Like the chopper you faced on the train, the pilots here are still vulnerable to a sniper shot. You'll likely want to use the FLASH rocket launcher you find at the end of the level, though, since there are no eagle eyes to be found anywhere in the level. Use the building cover to deflect his machine-gun shots and keep away from the windows to avoid the splash damage of the rockets. It will take several rockets, but keep popping out from behind cover to nail it, and eventually, you'll wear the chopper down.





MPG Lightly Armored Yakuza

You won't see this foe much, and that's a good thing. He's packing a microwave pulse emitter; it can strip off all your armor with one direct hit. To complicate matters, he has body armor on, protecting his chest. You can actually hear the whine of his MPG before you get close, so listen and be prepared. Several good shots to the legs or face will eliminate him before he has a chance to shoot.

BASRA, IRAQ; PALACE GROUNDS AND OIL FIELD

Back in Iraq, you'll find many familiar faces. All the baddies from the first level will make an appearance again, even the plate mail-wearing enemies, so reread the first section as a refresher if needed. Several nasty new fellows will also show up and are listed here. You'll find mostly raptor SMG, .44 handgun, eagle eye, and heavy machine-gun wielding enemies here; all can quickly deplete your armor.

Heavy Machine Gun Guard

This guard is a seriously unpleasant addition to the Iraq forces. That is a guardian heavy machine gun in his hand, and as the level progresses, you'll run into more and more of them. My suggestion is to take your time and try to catch them unaware by leaning around corners and capping them in the face. These enemies are a top priority kill; they are not something you want to deal with in an open-field gunfight.

Sniper Lightly Armored Guard

This is the second variety of sniper you'll face during your return to Iraq, and this one is packing body armor. Unlike the earlier version that was unarmored, this one will take multiple hits to the body before going down. If you have the time to line up a shot, hit his face with a round. If not, hose him with an automatic weapon and don't stop until he hits the floor and drops his gun.

Tank

Another tank awaits you on your return to Iraq and presents just as much of a threat. A FLASH rocket launcher is stashed nearby, so grab it and hide behind some cover. After the main turret fires, rush out and use the alternative fire to unleash all four rockets and quickly duck behind cover again. This will likely spike your PADD, but it's unavoidable, so be prepared for some more enemies to rush into the fray.





HANOVER, GERMANY; CASTLE

The final level of Soldier of Fortune is chock full of the worst possible enemies you will encounter. Many of the soldiers here are wearing body armor, and all are packing serious firepower. There are slight differences between the similar looking ones that will help you figure out the best way to deal with each. You'll need excellent gunmanship and quick reflexes to take out this dangerous lot before it overwhelms you with its firepower.

Heavy Machine Gun Soldier

One of the more common enemies, this soldier is packing a heavy machine gun but does not actually wear any body armor. A small group of these can strip off all your armor in seconds, so hose them with your automatic weapons. They'll likely take two or three hits each to go down, so don't get stingy with your bursts.

SMG Medium Armored Guard

You may have briefly noticed this enemy on the NYC level; he's back again and in much greater numbers. While he only packs a suppressed SMG, he is wearing body armor on all parts except his face. You'll either have to pin him down with multiple rounds from an auto weapon or take the time to line up a head shot.

Slugthrower Medium Armored Guard

Another black-clad enemy, this one packs a slugthrower and is nearly completely covered with body armor. You'll see more and more of these enemies toward the end of the level; I prefer to use explosives or white phosphorous grenades to take them out quickly instead of hosing them with bursts or trying for a head shot.

FLASH Heavily Armored Warrior

Dekker's army is also composed of the Robocop wannabes you saw in the Iraq levels. Dekker's version is slightly more heavily armored, so your best bet is still to put several rounds into his head or use a white phosphorous grenade to kill him instantly. Keep moving and don't let him catch you with a rocket.

MPG Bruiser

Yes, that is a microwave pulse emitter in his hand, and yes, it will strip off all your armor with one direct hit. These enemies are quite common on the last parts of the level and can take several direct hits to go down. They are not wearing armor and don't fire very rapidly, so either hit them first and hard or wait until they miss with a shot to mow them down.





Automated Turret

There are several of these automated turrets scattered throughout the level. Like the ones you saw in Siberia, these turrets can quickly tear you up if you don't nail them first. Either use a grenade to take it out or hose it with an automatic weapon. The turrets will explode upon death, so don't get too close.

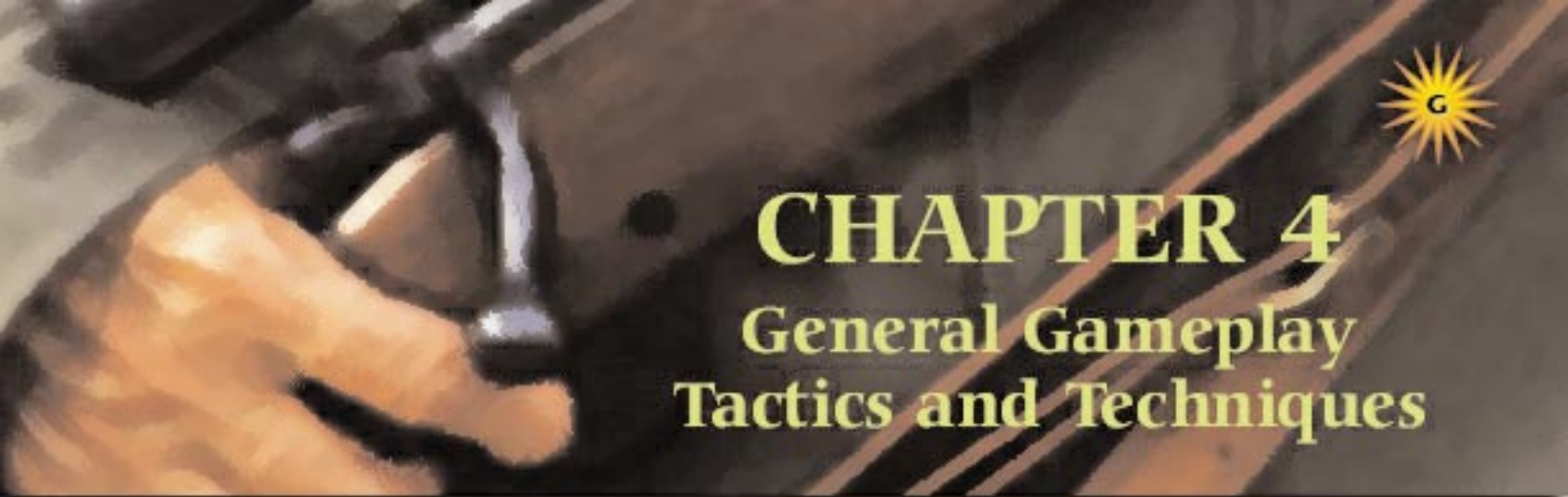
Flamegun Heavily Armored Warrior

The final female warrior you'll encounter is covered with tons of body armor and packs a flamegun. She can take quite a bit of damage, but she still must close in to use her flamegun on you. Back away and keep hammering at her with an automatic weapon, and you should make it out unscathed.

Sergei Dekker

If you want a job done right, do it yourself. The last boss you'll face is Sergei Dekker. Dekker is extremely fast, can take more damage than a tank, and will actually damage you if you get too close. While it may look like he's using a microwave pulse emitter, that is actually what appears to be a unique railgun weapon. When Dekker fires, each shot comes in two parts. The first will take off half your armor and directly precedes the second part. The second part will take off all your armor and travels the exact same path as the first shot. Keep dodging his shots and hammer away with the primary fire of the microwave pulse emitter or heavy machine gun. The slugthrower and explosives do not seem to hurt Dekker at all. So long as you can keep dodging his rounds and keep firing, you can kill him before the automated turrets he activates can lock onto you.





CHAPTER 4

General Gameplay Tactics and Techniques

This section focuses mainly on general tips and helpful advice for the single-player campaign. There are different tactics required for multiplayer and single-player battles, so pick and choose your tactics accordingly.

THE PERSONAL AUDIO DETECTION DEVICE (PADD)

For single-player missions, the PADD is a tool that measures the approximate amount of noise being generated in a relative area around the wearer. The bar at the bottom of the screen will creep to the right as you generate noise through various acts like firing weapons and using explosives. The more sound you are generating, the farther away enemies can hear you, and the more will come to try and kill you. While you may not think this is a significant problem (you figure you must kill the enemies sooner or later), any enemies attracted by the PADD device are actually randomly spawned enemies and can appear behind or in front of you. There is a theoretically unlimited number of enemies in each level.

Soldier of Fortune is not so unkind as to make stealth a necessity however. If you ever spike your PADD all the way into the maximum danger zone, it will beep audibly for a few seconds before slowly returning to normal. This usually spawns multiple enemies, but immediately after the PADD spikes, you can fire any weapon in your arsenal, and the sound won't register. For a few seconds, you can cut loose with any weapon in your arsenal, and the PADD will continue to drop down to zero.

Once the PADD hits zero, sound will start to register once again, so use those few seconds wisely. Different guns generate different amounts of noise, and at the challenging or unfair difficulty settings, you really must rely more and more on the quieter weapons for success. Enemy gunfire





will also register on your PADD (as well as enemy screaming), so in some situations, there is very little you can do to prevent your PADD from maxing out. Remember that spawned enemies can come from any direction, so keep checking your back for new enemies if you recently spiked your PADD.

AIM FOR THE KILL ZONE

One of the greatest joys in *Soldier of Fortune* is the massive number of viable target locations to hit on each enemy. Each enemy has a reported 26 different hit zones on his body. Several locations are kill zones and will instantly kill any unarmored target with one quick shot. The most recognizable of these kill zones is obviously the head. One good shot to the face, side, or top of the head will kill all unarmored (and even some armored) foes instantly.

Besides the head, the throat and groin are usually instant kill zones. Most enemies can withstand one or two direct hits to the chest, making it one of the less lethal areas to aim. Legs and arms are a nice target to aim for, but unless you are using a high-powered weapon at close range, it's unlikely that you will blow off a limb with one shot.

Some enemies fake death if you shoot them in the leg, collapsing to the ground for a few seconds, then rising to their feet again. Most enemies will take two hits to the arms and legs to remove the limb (which results in death). The final noticeable kill zone is actually the gun the terrorist is holding. Most enemies will surrender if you shoot the gun out of their hands, but not all. Some have back-up weapons or will start throwing knives at you if disarmed.

Some armored foes wear only body armor protecting their chest, while others wear armor covering their limbs or face. Check out the enemy description section if you want more information on the best places to shoot specific enemies to kill them. A final note to remember is that most weapons will do more damage at close range than at long range, even weapons like the heavy machine gun. A point-blank shot from most modestly powerful weapons is often enough to kill an enemy regardless of where you aim.

THE JOYS OF STRAFING AND LEANING

If you have any first-person shooter experience, you will already understand the importance of strafing. Strafing involves stepping to the right or left while continuing to face in the same direction. This lets you dodge left and right while still keeping your weapons facing toward your enemy. Strafing is extremely vital to learn; turning and moving forward or backward will not help you past some of the most difficult parts of the game.





Once you understand the principle of strafing, you should concentrate on learning how to lean. Leaning involves poking a portion of your body out to the left or right. While in an open field, this does very little, in tighter areas this lets you keep the majority of your body behind the corner of a wall or object while leaning your gun around the corner to shoot at foes.

Leaning is exceptionally useful in the single-player game while trying to sneak up on foes during the missions. Most of the time, you can lean around a corner just enough to kill an enemy before he even recognizes your presence. Learning to combine leaning and strafing will greatly help your defensive abilities.

CONSERVE YOUR AMMUNITION

You'll never begin a mission with enough ammunition to finish it. You must make use of the ammunition you find on the corpses of your enemies. The weapons usable in a level are more limited by what you can find ammunition for than what you want to use. Make sure to grab the ammunition off any dead bodies you might encounter. If you notice you are carrying around a lot of ammunition for a weapon you are not carrying, consider dropping one of your guns to pick up one that has more available ammunition.

Don't get wasteful with your ammunition either. Fire in short, controlled bursts and stop when you notice your enemy drop his gun and fall to the floor. Aim for the instant kill zones whenever possible to reduce the amount of shots you must use per kill. Always remember to keep your gun loaded with its maximum clip capacity. Switching weapons does not reload the gun you stowed away, so try to reload before switching guns whenever possible. Avoid reloading during the middle of combat or while exploring an unsecured area - putting an extra few bullets into a gun during any free time is always a good idea.





CHAPTER 5

Walk-through

John Mullins may be a military hero, but it will take more than just brute force to put down these terrorists. You must know how to traverse through the missions in such a way as to be prepared for the tough spots before they occur, as Soldier of Fortune's limited save-game feature eliminates the age-old save, die, and reload tactic. You not only must get through each level, but you must do it without saving more than a few times.

NEW YORK SUBWAY, USA, 9/22/00

As you begin the game, John and Hawk are entering a subway that has been taken over by a New York gang lead by a terrorist named Sabre. The NYPD seems to be having some trouble taking care of Sabre and his gang, so you and Hawk have been sent in to rectify the situation.

You start the game with your standard knife, a 9mm handgun, and a 12-gauge shotgun. I'd advise you to use the shotgun, as the 9mm takes several shots to down a man (unless you hit him in the head), and most of your shots will be from close range, so the below-average accuracy of the 12 gauge isn't a problem.

Begin by walking down the stairs; watch out for the gang member waiting just to the right of the stairs. Turn to your right and continue down the stairs. At the bottom, you find two gang members fighting a downed SWAT team member. Kill the baddies and save the cop, if you can. If you don't get there in time, it's not a big deal. Walk past the toppled cola machine and turn around; another gang member will kick open the door and start firing at you. Take him out and pick up his ammo.

Continue down the corridor and shoot the gang member before he kills the hostage. You're at a point where the subway branches in two directions. Walk straight ahead and try to take out the next two gang bangers before they kill this hostage. At the bottom of the stairs, turn to your left





and walk past the locked door. Turn right and kill the baddies, both inside and outside of the control room. Jump onto the ledge at the window to the control room, then crouch and walk in. More bad guys will come at you from outside the control room. Kill them and grab the ammo scattered about inside. Use the medstation if you need it, then pull the lever. This will open the large door outside the control room. You'll hear a message from Hawk telling you to head for station 6C. Let's go! Walk out the door to the control room, then proceed around the outside of the room to the door you just opened via the lever. Kill the gang banger, then walk down the stairs. More baddies will come at you. Rip them apart with your shotgun and continue down the stairs.

At the bottom, you'll come to the actual train tracks. Jump down, kill the baddie to your right, and start walking to the left. Where the tracks branch to the right, you'll see a bum and a terrorist beyond him. Kill him, then continue down the tracks past him. Enter the first cubbyhole on your right and wait there for the train to pass. Then, walk back out and continue down the tracks to your right. In the next cubbyhole is a bum. Then, you'll find a gang banger in the third. Continue down the tracks and enter the fourth hole. This one is much more than a cubbyhole. Enter it and take out the gang bangers waiting for you. Then, jump up to the platform on the other side of the tracks. Ascend the stairs to your right and take out the baddies waiting for you. Be sure to check your fire at the top, as Hawk will be waiting for you. You'll see Sabre getting away on a train. Jump past Hawk onto the train waiting for you.

The train will start to move. Next, you'll come to another train to your left with three gang bangers on the top. Kill them, then jump off once the train stops. Walk forward and kill the several baddies waiting for you. Kill them, and you'll hear a message from Hawk, letting you know that Sabre got away. More baddies will come at you. Take them out, and the mission will end.

You'll see a cutscene from Kazan. Four nukes have been taken by an unknown organization. Now you must get them back.

SOROTI, UGANDA, 9/24/00

The Shop has learned that the nukes have been placed on a train headed for South Africa. Your goal is to find and destroy the nukes. Pay careful attention during the cutscene intro to the mission; it will let you see the location of most of the enemies as well as the attack chopper escorting the train. Two techniques that work well are rushing into the enemies quickly or going at it slowly and tossing flash grenades at them before storming forth.





Climb the ladder and walk along the roof of the rearmost car. Kill the guard waiting in the next car and jump down. Continue forward and climb up the ladder on the rear left of the next car. Walk along the roof and kill the guards that climb out of the roof of the car ahead of you.

Keep moving and knock off the three guards waiting in the next car. Jump down to them, then destroy the large boxes blocking your path. Quickly run through the coal car, dodging the chopper's fire, and take out the guards in the next car. Pick up a sniper rifle and use it to take out either pilot of the chopper from the relative safety of the boxcar. Although it's possible to hit the pilots from the front, it's much easier to wait until the chopper turns sideways, then pin the pilot. Once the 'copter goes down, continue toward the front of the train. Kill the guards waiting in the next car and climb the ladder to the roof of the following car. Keep walking and knock out the next guard. Drop into the next car and kill yet another guard.

Walk along the left side of the next car, and you'll see a door that's just barely cracked open. Open it the rest of the way, kill the guards inside, and shoot off the lock on the door holding the nukes. Walk into the nuke pen, and it's mission accomplished.

LASKEY'S USED BOOKS, NEW YORK

Walk down the stairs and enter the bookshop. Talk to Sam (the man behind the cash register), and he'll take you to the secret bunker of the Shop, your employer. Follow Sam into the bunker, and a conversation will begin between you, Sam, and Hawk. You'll learn that the remaining three nukes have been strewn about the world, and the first is in Kosovo. Use the computer that opens up to check your e-mail and get your orders. The Serbs have the second nuke, Queen Bee, and they're planning on destroying NATO headquarters.

After reading the message, you'll have the opportunity to decide what equipment to bring to Kosovo. Choose what you wish, but here are my recommendations: the silver talon .44 handgun, B-42 berserker combat shotgun, raptor SMG submachine gun, ballistic armor, C4 plastique, and HE-36 fragmentation Grenades. Click "deploy," and you'll begin the next mission.

GRACANICA, KOSOVO, 10/1/00

You're in the Kosovar sewers, underneath a city enduring a NATO bomb attack. Immediately, Serbian flame-throwing soldiers attack you. Take them out. (You can conserve ammo by shooting them in the gas tank. They'll immediately explode; stand back.) Remember that, throughout this mission, the Kosovars are friendly; don't shoot at anyone unless he looks like he's about to kill you.





Walk down the corridor, and you'll come to a larger room with several soldiers in it. Kill them all, then walk out the corridor in the far corner of the room. Keep walking, and you'll come to another room with some guards in it. Kill them and take the exit to the right of where you came in. Walk down the corridor and drop down off the ledge. Keep walking and knock off both soldiers in the next room. Walk up the ramp and enter the sewer entrance up top. Walk up the ladder, and you'll see that Hawk has taken care of these guards for you. Turn the wheel to build up the water pressure as Hawk requested.

After the cutscene ends, jump down to the center area. Walk through the sewer pipe until you come to a room with a few guards in it. Take them out and walk through the broken wall exit opposite of where you came in. Take out the guards and walk through the next doorway. Climb the ladder and walk through the corridor. You'll come to a ledge with a guard on top of it. Two more guards are below the ledge on your right. Take them out and continue along the ledge (don't jump down yet). At the end of the walkway, you'll come to some more guards. Kill them and descend the ladder. Turn left and walk down the ramp. At the bottom, turn right and drop through the hole in the ground. Walk around and climb the ladder at the other end. At the top, take out the remaining guards and climb the tall ladder. Spin the wheel at the top, then head back down the ladder. Turn right at the bottom and walk back up the ramp.

Kill the guards and continue past the ladder. You'll see the large pipe that you knocked down via that last wheel you spun; jump on top of it and walk through the squarish entrance. Take out the guards and keep walking. The next room houses several guards, so be prepared. Kill them, then walk through the corridor at the opposite end. Knock off the guards and walk through the pipe to your left. Drop down, kill the guards, and walk through the corridor. Keep walking, and you'll come to a room. Go through the door on the right and climb the ladder. At the top, shoot the pipe where it's leaking gas. Jump in and go to the left. Walk out the other end of the pipe and drop into the other pipe with the greenish-colored bricks. Keep walking and climb the ladder at the end. Drop down into the center area, kill the guards, and the level will end.

Now, we're getting close to the Queen Bee nuke. Walk out of the pipe and climb the large ladder on the left. Enter the dark corridor at the top. Walk outside and take out the guards there. Walk into the building on the left and continue along until you come to another large area. This area contains several guards. Make a 180-degree turn to your right and climb up to the ledge. Walk through the hallway and descend the stairs. Turn left at the bottom, kill the guards, and continue along to the right. Kill the guards up top and walk into the lit hallway opposite the place where you entered. Kill the guards in the next room and pick up the medkit in the small room where two of them were hiding. Open the door and walk through.





Walk down the stairs and continue straight ahead; walk up the first set of stairs you see. Kill the guard at the top. Then, jump across to the ledge on your left. Open the door and kill the guards inside. Walk around and climb the ladder. Ascend the stairs and open the door up top. Kill the guards and follow the white line to your left. Stay to the left; the bridge will break apart on the right.

After it breaks, jump down into the sewer entrance hanging off the wall. It's a tough jump, so save before you attempt it. Crouch down and enter the pipe. Climb the ladder at the end and follow the white line around again. Save the Kosovars if you can, but the Serbs will likely kill them before you can get to them. Make them pay for their crimes and keep following the white line until it ends at a broken truck. Enter the abandoned building to the left of the truck, climb up the rubble, and enter the door. Kill the guard up top, then drop down. Walk up through the rubble past the guard's post and enter the door on the right. Pick up the ammo and the medkit, then walk back out the door (the second door is locked).

Make a sharp right just outside the door and enter the area with the truck. Walk along the beams above the truck and crouch through the window. Kill the guards on the other side. You'll destroy the Serbian weapon in a cutscene, and the level will end.

OK, now we're getting really close to the Queen Bee. It's time to find this puppy and destroy it. Walk through the pipe you're in and climb the ladder at the end. Push the button to the left of the door. Grab the ammo to your right and crouch into the corridor across from the entrance. Drop down and walk down the ramp. Turn left and climb the ladder. Kill the guard, but do not pull the red lever in the guard tower; it'll sound an alarm. Walk down out of the guard tower and enter the building on the right. Grab the ammo and continue through the building. Smite the guards and exit through the double doors. Open the next set of double doors and kill any guards you see. Make a sharp left and enter the other set of double doors. Kill the guards and enter the double doors along the wall to the right of the control room. You'll see a cutscene where Hawk causes a bit of a ruckus. He also orders you to unlock the helipad door. Walk under the ladder and enter the door to the control room. Press the large grey button, and the helipad door unlocks. Exit the control room and walk back out the double doors. Turn left and walk down to the other end of the room. Keep walking around the area, killing guards, until you return to the double doors where you entered. Walk through them and be careful; Hawk still has things blowing up in here. Turn left and walk down the stairs. Kill any guards you see, then keep walking until you come to a large room with a sunken center area.





Enter the control center to the right and press the button. This will cause the crane in the sunken area to move a box out of the way of a vent. Shoot the vent cover and crouch in. Jump out the other end of the tunnel and press the button next to it; this will open the door back to the sunken-area room, so you don't have to use the vent to get there. Don't go back to this room, though; instead, walk down the corridor in the opposite direction. Open the doors at the end and take care of the guards inside. Grab the goodies in the small room to the right before descending the stairs in the center. Note that the large door past the bottom of the stairs is locked. Facing away from this door, walk up the stairs at the end of the room (not the stairs you used to get here), and turn right. Heed Hawk's message and exit through the double doors, staying away from the truck outside.



The hangar door should now be unlocked.





The doors to your left are locked, so enter those to your right. Walk through the corridor and kill any resistance you find. Climb the stairs at the end and enter the door with the red light over it. Kill the baddies in here, then exit back out the door. Hawk will let you know that he's unlocked the main hangar doors (and also summoned new guards). You must go back to the main hangar, the large room you walked around earlier. Walk back down the stairs, head through the corridor, and go through the double doors at the end. Guards will appear; eliminate them and enter the double doors directly across from you. Enter the next set of doors and destroy the guards and dogs that attack. You're now back in the main hangar room. Enter the hangar via either of the doors with green lights above them.

Kill any resistance you find, and talk to Hawk, and watch a cutscene. The Queen Bee is recovered. Mission accomplished. Now, we're off to Serbia, without Hawk, to find the third nuke, the Nest Egg. I recommend you bring the same equipment for this mission; there'll be significant fog, so the sniper rifle is ineffective.

UEDINENIYA, SIBERIA, 10/21/00

It's cold out here, isn't it? Your goal is to infiltrate the compound and destroy the Nest Egg nuke. Let's do it. Walk forward and be ready for the guards that are waiting for you. Take them out and walk up the stairs to your right. Continue on and note that you can shoot the emplacement guns down. Walk past the gun on your left and take out some more guards and another gun. Keep walking, and when you get to the bottom, note the closed hatch to your left (below your position).

Walk back down the slope and keep moving past the tank. You can destroy it if you want by shooting it in the exhaust vent. Keep going, and you'll eventually come to another tank, with two emplaced guns beyond it. Take them out, then walk through the passageway between them. Walk to the end of the corridor and press the button at the bottom to open the door. Take out the guards inside, then go through the door next to the tanks. Kill the guards in this room, then climb the ladders. Take care of these guards, then ascend either stairway. You'll see some emplacements; ignore them and go back down the stairs. The large doors here lead back outside, so ignore them. Descend one of the ladders (not all the way back down) and enter the small door hidden behind the crates. Deal with the female guard inside, then press the large blue button on the wall. You'll now have 45 seconds to get back outside and into the hatch I pointed out before. Run back out and drop into the hatch.





Note the location of this hatch, as you must come back to it in a hurry later on.

At the end of the hatch, you'll see a hole in the wall. Shoot it and crouch-walk out. The door to your left is locked, so walk around the ledge past the tank. Climb up the ladder on your left and beware of the emplacements and guard. Walk along the ledge from the guard tower and descend down the long ladder for a medpak. Climb back up and walk to the right from the perspective shown in the screenshot.





There's a medpak down the long ladder.

You'll come to a precipice with some guards on the other side. Deal with the guards and shoot the pipe, bridging the two locations. Then, you can drop down into the pipe and get across.

Once you're out of the pipe, ascend the stairs and exit through the small door. Eliminate the guards outside and climb the ladder. Both doors are locked, so go back down the ladder and walk between the two tanks. Turn left, and you'll see a hole in the wall that you can crouch through. Do so and drop down the hole at the end. Bring on the next level.





You're now inside the Siberian compound; now you must get to the chemical weapons facility. Walk to the end of the corridor and exit to the left. Climb the ladder, and you'll see a cutscene letting you know that the Siberians know you're here. Keep going up the ladder and open the top. Once you're out in the main room, knock off the guards and go through the door on the far right. Kill the guards inside, proceed along the walkway, and head through the next door. Take out the three guards and walk through the next door. Kill some more guards, then descend the stairs to your left. Keep going, climb the next set of stairs, and walk through the door. Stand back; the attack 'copter will leave shortly.

Walk through the open gates and up the stairs on the other side. Kill the guards and press the button on the platform to the right of the computer. Descend the stairs that open up; take out the gun that will begin firing at you. Keep going along this corridor until you come to a ladder. Don't climb it; instead, turn left or right and walk onward to the room beyond. Take out the guards and note that the door at the bottom is locked. Go back up and shoot out the grate covering the flashing area. Drop down it and crouch through. Descend the ladder and take out the guards at the bottom. Follow the corridor around and climb the ladder at the other end. Walk around and down, then follow this corridor around as well. Kill the guard to your right, then go left. Kill more guards and take the passageway to the left (the one on the right is locked). Follow the pathway around and up. Walk across the ledge that the guards were on and ascend the stairs. The door at the end will blow up, giving you access. Take out the guards and walk down the passageway.

Continue on until you come to the elevator door you saw in the cutscene at the beginning of the level. You'll find out that the power generator is offline. Drop down off the walkway and enter the small blue door. Go through another door and take out the four guards. Grab the ammo and medpak to the left, then go through the other blue door. Keep going, and you'll come to the control room. Go through and hit the two buttons to turn the generator back on (you don't have to kill the man in the power room). Continue out the other end of the room to the outside.

Kill the soldiers outside and go to the left. A tank will pop out of the wall; ignore it and keep going around to the left. Climb the ladder, then enter the door. You've been here before; take a 180 turn to your right and follow the passageway around again. Keep going until you come back to the elevator, which is now open. Three guards will be waiting for you. Enter the elevator, and the level will end. It's time to find the Nest Egg.

After the cutscene ends, walk forward and around to the left. Press the button to open the door. Take out the guards inside, then press the button in the control room. The alarm will stop, and the large doors will open. Kill the guards and proceed through the door. Once you're through,





there'll be a large door on the left and a smaller door on the far left. Go through the smaller door. Kill the guards inside and go through the other door into the corridor. Go through the large door to your right.

Keep walking and go through the next small door. Kill the guard in the control room, then press the button to gas the Siberian terrorists below. Walk back through the small door, and go through the large door to your right. The door at the far end will be locked, so shoot your way through the glass and drop down to where the gassed terrorists are. Open and walk through the door opposite the one the trapped Siberian is banging on. Kill the guard and use the computer to open the door.

As you walk into the next room, things will begin to blow up. Walk forward and to your right; kill the guards and go through the door. Drop down into the broken elevator and crouch through the door. Follow the corridor into a room full of guards. Kill them all, then walk through the large door at the other end of the room. Keep walking straight, turn left at the end, and kill the guard. Turn the wheel to cause an explosion. You'll see the man fall from the bridge, so you know you can't go that way. Go back to the door you came through and turn right instead of going through.

Climb up the boxes and into the vent. Follow it around to the end; oh look! You're on the other side of that precipice! Eliminate the guards and walk through the doors. Turn left and walk up the ramp. Kill some more guards, then enter the elevator to your left. Press the button to go down. Exit the elevator and turn right. Take out the guards and enter the small doorway. Kill the guard and continue on through the next door. Turn right, walk down the ramp, and battle some more guards. Walk through the door. A countdown will begin, which is not a good thing. Walk around and take the elevator up. Go through the yellow door on the right, kill the guards, and pull the large red lever to deactivate the countdown. Walk through the central area to the blue door. Go back in the elevator and ride it again. When you come out, you'll kill some guards and see a cutscene as the nuke is destroyed. Mission accomplished.

BAGHDAD OUTSKIRTS, IRAQ, 11/3/00

Now, we travel to Iraq to obtain the final nuke (the Lightfoot) from General Mohammed Amu, a challenger to Saddam Hussein. Again, I recommend the same equipment as before; I like the raptor more than the suppressed SMG. The choice is yours.





First off, we must find this safe house and get our disguise. Kill the guards in the main area and enter the hallway directly across from your entrance, just past the truck. Kill the guards to your left, then proceed and jump out the right window. In this next area, you'll find a townsman and several guards. Kill the guards, then climb the ladder in the center.



Climb this ladder after dealing with the guards.

Jump onto the rooftop just past the top of the ladder and walk across to the next building. There's a window on the roof that you can crouch into. Ascend the stairs inside and jump out the next window. Now, drop down into the center area and deal with the guards. Walk into the corridor that does have a door in it. Smite the guards and enter the door to the building in the center area (there is a light directly above the door).





Now, you're in the safe house; sheath your weapons. Exit the small room you're in and turn right. Grab the armor and walk out the door. To your right is the ladder. Walk up it to the roof like Hawk said and try not to grab any attention. Turn right and jump across to the next building. (This jump is much easier if you are running.) Enter the door farthest to your left. Continue on through the next door and take out the guards waiting for you. Follow the corridor to your right and be ready for the machine-gun toting guard waiting for you. Take the corridor on your right and descend the stairs. Continue down and around until you come to an open area. Walk forward past the first door (it's locked) and kill the guards. Enter the large double doors to your right. Follow this corridor to its end and open the large door. Walk outside and kill the guards, then shoot the middle boxes to your left. Crouch into the hole in the wall (below your position).



Once you've taken out the boxes, crouch through this hole.





Once you're down, turn right and follow the stairs downward. Don't bother with the wooden stairs in the middle of the room; the door at their apex is locked. Instead walk around them and enter the corridor on the other side. At its end, you'll see some boxes; destroy the wooden one next to the window and crouch out. Eliminate the guards outside, then walk down the stairs and into the doorway. (Ignore the other door, as it leads to a place you've already been.) There will be some guards waiting for you; put some lead in them and continue. You'll now come to a larger room with several guards. After eliminating them, continue on through the next doorway. Follow the corridor around and take out the guards in the open area. Walk down the slope on the left-hand side of the area and enter the door to your right. Once inside, climb the ladder and exit through the door up top.

Walk around the ledge to your left and enter the doorway at the other end. You must deal with some more guards on your way. Ignore the first door in here; it's locked. Continue forward, and you'll see a cutscene in which Hawk hides on the back of a truck. Walk and drop down into the area shown in the cutscene and take out the guards Hawk left behind. Enter the room to the right of where you dropped down and press the large button to open the gate. Enter the gate and move on to the next level.

Now, we're really close to the Lightfoot. We just need to get to the truck in this bunker and blow it up. Enter the double doors to your right. Step on to the large elevator and press the button to go down. Take out the guards and walk through the corridor. Descend the stairs to your left and turn both wheels. You can then sneak through the passageway under the now-broken pipe. Kill the guards and walk up the stairs across from the passageway. Continue following the corridor and killing guards until you descend the stairs and pass a forklift. In the next room, you'll find two ladders and another corridor. Take the left ladder up and kill the guards.

Walk around, toss a grenade into the guard-laden watchtower, and drop down next to it. Climb the ladder on the side of the tower and turn the wheel inside (note that you must turn it a lot), then run under the now-open gate before it closes again. Take out the guards on the other side, then run past their little bunker and into the corridor to the left. Walk to the end and kill the guards waiting on the other side of the truck. Walk up the ramp and deal with any resistance you find. A missile-toting guard will emerge from the door on your left; kill him and enter it. Walk through the second door and press the button. You must then quickly get on the lift and ride it to the next level. Kill the guards and go through the passage to your left. Take the ladder down and crouch through the crawlway.





Follow the passageway around, but be careful not to fall off the edge. Hawk will raise the bridge. Cross the bridge and take out the guards. Take the stairs down and press the button that they were guarding. This will mess with the ventilation system, letting Hawk get through (and eliminating a guard).

Drop down from the button area and take the passageway across the now-lowered bridge. In the room beyond, a ventilation system cover was conveniently left unattached by Hawk. Enter it and begin following it around. You'll come to a point where you can continue straight or turn right; continue straight. Upon exiting, remember the poor guard's fate and jump, don't walk, across the bridge. Continue on through the next two passageways and shoot open the hatch at the end. Walk in, and you'll meet up with Hawk. It's time to get the Lightfoot.

I hope you have lots of ammo; there are lots of guards. Exit the door and take some out. Enter the bunker with the small truck at the door and take the door to your left. Kill any guards you see outside and walk down the ramp. Take out the guards and dog at the bottom and open the door. Drop down the elevator shaft across from the doorway and take out the guards. Climb the ladder to your left and press the button. Immediately jump onto the moving platform behind you. If you miss it; don't worry. Just press the button again, and it will return. When the platform stops, drop down and climb the ladder to your right. Walk out the door and eliminate the guards. Enter the control room and exit through the other door. Take out the next few guards unfortunate to be in your way and open the next door. Use some C4 (or a lot of bullets if you have no C4) on the locked cage and press the button. The large piece of equipment will bash the locked gate down below. Press the button again, and it'll smash through.

Walk through the gate and head through the door on the left. A tank will be waiting for you. Toss a few rockets at its top, and it'll stop firing. Walk past the crates on the right and look around. There's a large cargo plane, containing the Lightfoot. Get in the truck with Hawk; your job is to protect him as he disables the nuke. It will take awhile, so be ready with lots of ammo before entering. Once Hawk disarms the nuke, it's mission complete and back to Laskey's Used Books.

NEW YORK, USA, 11/10/00

So, apparently the nuke sales were just a sidebar for Sergei Dekker's order to raise cash for its real plan. We're going to go politely ask Wilhelm Dekker, the man we know as Sabre, to enlighten us as to the details of this plan. For this next mission, take a bulldog suppressed submachine gun, a .44 handgun, and the berserker for weapons. For gear, take armor, some medkits, and a few grenades. There will be a hostage mission, so you'll need the accuracy.





Begin by entering the truck to your right. Kill the gang bangers and walk out the other end. Enter the door and take out the guards on the other side. Climb up the crate to your right, hop to the one on your left, and finally jump to the rafters. Crouch across the ladders to the other side and go through the door. Turn to the right and take out any hoodlums that try to stop you. Make another right and shoot the explosive barrels to create a way out of this area. Climb over the fallen post and go to the other side of the fence. Follow the passageway around and ignore the first two doors you come to; they're locked. Instead, enter the door at the end of the passage. Eliminate the guards in the room and take the other door out. Remove the breath from some more of Dekker's gang and enter the next door. Kill the guards and take the stairs on the left. Enter the door up top, and you'll see a cutscene where Sabre obtains some arms from some of the Order's dealers. Kill them and take their weapons. Note that you now have the guardian heavy machine gun, which boasts a phosphorus grenade alternate fire mode.



Crouch under this bar to continue after Sabre.





Exit through the door Sabre used and take out some more of his men. Crouch under the truck and immediately turn left. Take another left and follow the passageway around, killing anyone who tries to stop you. Make your way around the crates forward and to the electric fence. Shoot the guard into the fence, which will cause a short and open a gate. Walk through the gate, and you'll toss a grenade down a chute in a cutscene. Then, drop down to chase Sabre.

Turn right and crouch into the passageway. Pop out of the pipe and turn left. Sabre's getting nervous, isn't he? Take the next left as well and follow the passageway around. You'll come to the area shown in the screenshot on page 44.

Crouch down below the bar and shoot the explosive container on the right to get through. Once you're through, turn left, take out the gang member, and take a right. Walk through the door and create some more havoc. Climb the ladder and continue on. Enter the door at the end and kill more guards. Go through the next door and jump down onto the tracks. Follow it around and enter the door on your left at the end. Follow the passageway around, taking out any guards you encounter. The door to your left leads back to where we just came from, so go in the door that lies straight ahead instead. The guards have prepared a trap for you, so open the door and step back until the explosion is complete. Kill them and continue on to the next door. Note that this track is electrified; jump across to the other side. Enter the first door on your right. Eliminate the opposition and continue through the following door. Walk down the stairs and follow the corridor around.

At the end, turn left and enter the tunnel. Kill the armored guard at the other end and go through the door. Kill the guards and continue after Sabre through the tunnel on the other platform. Kill the guards at the other end, and you'll be done with the level.

After emerging from the subway, you'll enter a hotel, where Sabre's is hiding out with some hostages. Try to use a smaller, more accurate gun so as not to hit the hostages and SWAT team members inside. Kill the guards in the first room and run past the SWAT team members to the left. Follow the SWAT team member through the hallway and take out the gang members holding a woman hostage at the other end. Climb the stairs and enter the door on the second level. Enter the hallway and take out some more of Sabre's men (and a woman). Keep moving, and a door will pop open with baddies and a hostage. Be careful not to shoot the hostage. Go through the door at the end near the elevator. Keep going to the end of the hallway, watching out for more hostages, and enter the stairwell through the door on the left. Go down and enter the door on the





level directly below yours (not the bottom level). Shoot out the window and crouch out; go up the emergency exit stairs. Take out the gang members outside and take care not to shoot the cops. Once up top, save the game and jump from the railing to the small hole in the wall of the next building. You can make the main jump, but this one is much easier.

Go through the door and take out the gang bangers that attack you as you fall through the floor. Enter the door on the ground level. The first door on your left houses an old staircase that will be destroyed when an enemy jumps down to you. Kill him and walk back out; enter the second door on the left this time. Take out some more guards and enter the pseudoroom immediately to your right. Climb the ladder and take out the guards up top. Enter the doorway, cause carnage, and proceed to the second door. Kill the guards and walk up the plank to the roof. You'll have a confrontation with Sabre, and he'll be the loser. Mission accomplished. Now, we go to Sudan to destroy the missile factory from which Dekker plans to make a purchase. Bring in whatever weaponry you like best; I suggest something large.

KORDOFAN, SUDAN, 12/10/00

Before we can destroy this missile factory, we've got to find it. Let's go. Walk forward and take out the guards to your right. Ascend the stairs and enter the doorway. Take out the guards and follow the passageway around. Help Hawk clear the next room. The two doors on your left are locked; take the passageway to your right, past the locked door, and head onward. Exit through the door at the end and silently kill the guard. Hawk will let you know he's going the other way; you'll meet up later. Proceed toward the train and walk around it to the right; watch out for the guards and dogs. Step to the end of the tracks (right) and continue along the pathway beyond them. Walk past the next train and turn right, ascending the stairs. Enter the doorway and tear through the building. Climb the next set of stairs and take the wooden walkway outside.

Enter the doorway at the end of the walkway and go down the stairs to the left. You must deal with several guards. At the bottom, enter the doorway in front of you. Turn right and pick up some light amplification goggles. The other doorway leads outside, so don't take it. Instead, backtrack through the door from which you entered and walk back up the stairs. Take the branch to the left and take out the guards at the top. Press the controls for the crane until the floor below opens up, then drop through. Take out the guards at the bottom and proceed up the stairway farthest from the point from which you dropped. (The other stairwell leads back to what was formerly a locked door.) Once up the stairs, kill more guards and follow the passageway around until you reach the stables. Continue following the passageway until you reach the door shown below, then enter it.





Once you've taken out the guards in the hallway, enter this doorway.

Ascend the stairs, take out the guards at the top, and walk to and through the next door.

Kill the guards outside, and Hawk will show up, telling you it's time to go. Climb the ladder shown in the screenshot on page 48.

Walk around the back of the roof and jump through the window. It's time for a new level. Walk down the stairwell to your right. Eliminate the guards at the bottom and turn left. Climb the stairway and go outside; take care of the guards outside. Climb the stairs to the near right of where you came from. The door to your right is locked, so take the path to your left instead. Hawk will





tell you to follow the cow paths to the slaughterhouse. It sounds like a good idea, so let's do it. Show the guards why it was a bad idea to mess with you and drop down off the walkway to your right. Jump down into the cattle path and follow it around. The guards will conveniently close the gate and block you off, so jump out of the cattle path to your right. Jump onto the crates, then onto the roof. Enter the second window (the one into the room with the ceiling fan) and press the button. Now, the cattle path gate is open; jump back down into the path and continue on to the right. When you come to the end, kill the guards, climb the stairs, and enter the door. Pull the lever, then walk back outside. You just opened the gate in the cow paths with that lever; continue on down the paths to the right.



After dispatching the guards, climb this ladder to the rooftop.





When you come to the end, jump over the bars to your right and continue on. The door past the hanging cattle to the left is locked; let's take care of that now. Go through the passageway to the right and head into the control room. You'll see that Hawk is already in there, but pull the lever anyway, so you can get in after him. Return to the main room and walk past the hanging cattle into the now-unlocked door. Go through the door up top and descend down to the bottom level. Walk under the conveyor belt and through the door. To the drainage tunnels we go; exit through the other green door. Walk down the stairs, eliminate the guards, and spin the wheel in the control room. Now, enter the pipe to the left of the wheel and climb the ladder.



Don't try to cross here; the bridge will blow, and you can't make the jump.





Take out the guards and enter the double doors on the left. Take out the guards in here, turn left, and jump into the ventilation system. Argh; it's colder in here than it was in Siberia! Follow the tunnel around until you come to a large, deep, red vat. Jump down. Welcome to the fetid sewer system. Proceed through the tunnel until you come to a four-way intersection; go right and drop down this hole as well. This no longer looks like a drainage system; it looks more like a weapons facility to me.

Walk into the first room, kill the guards, and crouch into the hole on the conveyor belt under the red light. On the other side, you'll talk with Hawk; the Order is definitely here. Proceed through the next passageway and climb up into the next duct. Smite the guards and turn right; enter the double doors. Continue following the passage around until you come to the bridge shown in the screenshot on page 49.

Climb up the stairs instead and take out the guards up top. Follow the passageway around and climb the stairs. Once you're on top, press the button. This turns on the crushing weights on the conveyor belt; wait until the first one is about to go back up and make a mad dash through. Follow the conveyor around to its end. Watch Hawk run across, and the bridge will break; there is some shoddy bridgework in this facility, eh? While Hawk's looking for another way across, blow up the explosive container and get ready to walk out the side window. Hawk will send a crane over to get you; hop on, then jump off to the other side. Enter the doors in front of you and climb the stairs; Hawk will enter the ventilation system just as it turns on. Now, you must shut it off, so he can escape on the other side.

Walk on and kill some guards; continue around the wooden walkway and enter the doorway below the red light. Follow the passage around and descend the ramp. Get in the mining cart and remain there until it stops. Drop down to the left and run along the ground until you come to a ladder. Climb it and walk along the railroad tracks (watch out for the mining car the guards will send at you). Once past the car, take out the guards and keep going until you come to an elevator. Ride it to the top and take out the guards. Hawk seems to have disappeared; not good at all.

You now have two options; left or straight. Go left and take out any guards you stumble upon. Ascend the red and white stairs and continue along. Descend the ladder into the control room and push both levers. Wait for the explosion to finish, then walk into the room beyond the levers. Walk into the room to the left and push the button. Now, climb the ladder just outside this room. Walk around the walkway, jump through the red and white outlined window, and head back to the top of the first ladder you descended. Run back toward the elevator, and you'll notice that a large metal bar has fallen in just such a way as to let you access the wind tunnels you just deactivated.





How quaint. Enter them and crawl through, dropping down to the lower level. Follow them around back to the elevator and climb out. Follow the only still-open passage and go through the door at the end. You'll see a cutscene in which Dekker reveals his motives. That's it for this mission; Dekker will run away laughing, and John will go on a rampage and destroy the facility. It's time to head back to Laskey's Used Books again.

TOKYO, JAPAN, 12/20/00

By now, it's become pretty clear that Dekker and the UN don't get along very well. We're now in Japan at SUNI Systems' headquarters. For this mission, take whatever weapons you wish; there are SUNI employees you're not supposed to kill, but the rooms are larger than they were in the hotel, so small sidearms aren't as necessary.

Walk forward, then turn right. Walk to the end of the corridor and take another right; walk through the door and dispatch the guards. One door in here is locked, and the other only contains a guard, so grab onto and climb the ladder to your right. At the top, enter the ventilation duct. The floor will break, and you'll find yourself falling into a room with several of the Order's thugs waiting for you. Kill them and collect their ammo. Both doors behind you are locked, so go up the stairs instead.

Once up top, take out the guards and follow the alleyway around. You'll come to another open area with hostiles waiting for you. Deal with them and continue onward. After you kill the guards waiting near the truck, enter the door to your left. Move to your right and take out guards while the truck drives away; step down into the street once it goes. Follow it around, and you'll come to a flaming car; enter the doorway to the right and press the button to open the gate back down the street.

Go through the gate and take out the guards. Walk through the door they came out of. The elevators are offline, so make a 180-degree turn to your left and descend the stairs. Go all the way down to the bottom level, take out the guards, and enter the door. Ignore the doors marked P1 and P2 and continue on to the third door. Barge in and bust a move on the guards before pressing the button to turn on the emergency power. A seemingly endless horde of guards will be summoned, so run back up to the second floor and get on the elevator. You'll be treated to lovely cutscene in which Dekker kills a female SUNI employee.

Welcome to the SUNI office complex. Walk out of the elevator and dispatch the guards in the restrooms. Walk back out and turn left. Some more guards will ambush you from the other elevator, so be ready. Walk through the double doors and be prepared for the guards waiting inside.





Take them out and proceed. The room on your left contains some goodies; take them if you need them. Go through the double doors and kill the guards. Then, proceed through the second set of doors. The large silver door is locked, so turn around and go down the stairs to your left. Take a right at the bottom, dispatch the guards, and walk through the double doors. Knock off the waiting enemies and grab the R-22 microwave pulse emitter. Go through the first door on your left and shoot out the window. Walk carefully onto the ledge and proceed around to the right.

Take out the guards in the next room and continue on around the ledge. At the next window, quietly apply shots to the heads of both guards before entering, so they don't have a chance to kill the hostages. Once the baddies are dead, talk to the hostages, and they'll tell you the passcode to the mainframe computer center. Walk out the double doors. Take out the guards and proceed through the double doors at the opposite end of the room. Walk ahead, then head to your right and up the stairs. The silver door leads to the mainframe area; enter it and be ready; there are several guards inside. Walk into the main area and go through the door to your left. Walk up the ramp and follow it around to the center area. Enter the door and leave through the other door. We're getting close.... Follow the passageway around, smiting guards as necessary.

Enter the control room through the door at the end of the passageway. Walk down to the mainframe and do your dirty work. When the cutscene ends, the alarm system will have been triggered. Exit this room and be sure not to touch the red lasers; they hurt. Turn left and go through the open doorway. Shoot the cover off the ventilation duct (we sure do love using our mercenary-friendly ventilation ducts, don't we?) and climb in. Drop down, crouch, and continue out the other side.

Several guards will be sent in to kill you; see that they fail and run away from here. As you run, you'll see a cutscene in which Dekker informs his minions that he doesn't want you to leave this floor. If Dekker wants something, it's a good bet you don't, so head off this floor. Head back toward the elevator. From the position shown in the screenshot on page 53, head to the left.

At the bottom of the stairs, take out the guards and exit through the elevator. You'll see Dekker get away, but that's irrelevant; you got the Jessica Six information you came for. Exit the elevator through the ladder to your left and jump out onto the top floor. Take out all the guards that come after you and run out onto the roof. Enter the small grey door before the attack 'copter hits you. In here, you can load up on rockets and ammo. Whip out your rocket launcher and walk back outside. Knock that attack chopper out of the sky. Mission accomplished.





Head down the stairs to the left.

BASRA, IRAQ, 1/05/01

Looks like Mohammed Amu is in a little deeper than you thought. It's time to go find out; be sure not to kill Amu, as you need him alive. Bring in some heavy weaponry with you; the Iraqi soldiers are armored. I would recommend not taking the pulse emitter, as there really isn't much ammo for it here.





Walk forward under the viaducts until you come to the end. Then, turn right. Walk up the ramp and make a 180-degree turn. Take out the guard and walk across the stone pathway. Some guards will ambush you from the rear; be ready. Once you're across, shoot the explosive canister to blow open the large double doors.



Shoot the explosive container to get through the doors.

Now that you're inside, follow the corridor around until you come to a gate leading to a large central area. Eliminate the many guards and proceed through the corridor to the far right. Walk up the stairs to your left, take out the guards, and continue along the corridor. You'll come to Amu's arms room. Shoot the plank barring the leftmost gate and walk out into the courtyard. Turn right and continue on to the truck trailer. Walk around to the rear and step into the truck. Grab the items inside, then climb to the top. Hop onto the roof and shoot out the left window. Crouch through the window and jump across the barrels and out the facing window. Take out the guards from the roof and hop down. Proceed through the open double doors and around the bend. Take out the guards in the next area and ascend the ornate staircase. Walk into the corridor.





Descend the stairs, kill the guards, and turn right. Pass the first set of stairs you come to and walk up the second. Walk down the stairs on the other side and turn right; eliminate the guards. You'll come to a staircase on your left; don't take it. Instead, turn right and enter the corridor. At the end, there will be a room to the right with some ammo and a medpak. Grab the goodies and head up the stairs to the left. Walk through the corridor and kill the guards at the other end. Continue on through the door behind the guards. Walk up the stairs and take out the guards at the top. Continue through the next corridor. Keep moving and dealing with guards until you come to the balcony at the end of the floor and can go no further. Jump out onto the roof. Walk around to the area on the right where the guards were attacking. Walk through the corridor, and you'll come to a staircase guarded by a small army of men. Take them out and descend the stairs. Turn left and walk out the door.

Kill the guards outside and turn right; shoot the crates shown in the following screenshot and make your way up to the roof.



Shoot our these wooden crates and jump up to the roof.





Walk through the door and head up the stairs to the right. Sounds like Amu's giving a speech. Walk out onto the roof and look through the grating into the room below. Shoot the guard in the head and shoot the explosive container. You just blew open the locked door at the foot of the ladder. Descend the ladder and go through the doorway. Continue through this room and head out into the great outdoors. Take out all the guards, then walk ahead toward the far double doors. You've found Amu; it's time to go get him.

Turn right and blast any guards you see. Walk down the slope and turn right. At the end, make a left and continue downward. Kill the guard, and climb up the crates, and enter the ventilation tube.



Jump up onto the crates and into the ventilation duct.





Walk through the duct and destroy the tank and guard. Descend the steps under the tank for some grenades and armor. The wooden steps lead back to the gate you avoided via the ventilation system, so walk out the door. Kill the guards and climb up the ladder to the guard tower. Press the button to open the large gate and go through it. Once you're through the gate, climb up the ladder and show these guards how efficiently phosphorus grenades can really be. Walk through the corridor and out the door. Take out the guards and tank (with your rocket launcher), then walk through the corridor to the right of the tank. Walk up to the street and head through the gate, so you're outside again. Continue across the courtyard and turn left into the corridor. Climb the ladder into the next room and press the button. Now, shoot the equipment you just moved via the button and drop down into the hole it creates.

Jump out of the vat, take out the guard, and ascend the stairs. Walk on and descend the next stairway. Continue on, take a left, kill more guards, and climb the staircase. Grab the ammo and continue on to the red-carpeted hallway. Open the door. Kill the guards and go through the hallway to the right. Take out the guards and proceed through the single door to your right. Kill the guards and climb all three staircases. Go through the door and pour the guards a cup of steaming hot lead. Walk around the hallway and open the door. Kill, kill, kill some more and walk through the opening at the other side. Climb the library stairs and open the door. Introduce yourself to the guard and continue through the next door.

You'll see Hussein and Amu talking. Break up their conversation. They'll run away; chase them through the door on your right. Keep going, through the door and up the stairs, until you emerge on the roof for your little chat with Amu. He'll start rambling like a little schoolgirl until Dekker's men come and take him out. He's extended our mission; the oil refinery he mentioned needs to be taken care of. Let's go.

Kill the guards and walk down the ramp. Walk to the right, past the truck, and turn right. Turn left at the fence; walk down the small staircase into the main area. Remember this point; for the rest of the level, I'll refer to it as the starting point. There are tons of guards peppering this area, so be prepared. Take a right at the bottom, and you'll come to the area shown in the screenshot on page 58. On the other side of the console is a wheel; spin it.

Run back to our starting point. Our mission here is to destroy the four main pumping stations. We've got three to go. Looking out from the starting point staircase, go up the stairs ahead and to your left. Once up them, turn left and ascend the second staircase. Immediately, make a 180-degree turn to your left and walk forward; you'll see the second pumping station ahead and to the right. Turn the wheel and turn around. Head to your left and, at the computer console, turn right.





Touch all the computers in this area to find shipping records going to Germany. Make a left and enter the elevator ahead of you on the left. Once you're upstairs, walk around and take the first left you can; welcome to the third pumping station. Spin the wheel and head out left onto the walkway. Follow it around to the corner. Take a right, then a quick left. Follow this walkway around until just before the door and turn right. Follow it until it ends, then make a quick 180-degree turn to the left. Keep going straight until you come to the wall, then make a right and an immediate left. Walk across the causeway and turn right, then left. You'll be in another elevator room. Enter the elevator and go up.



Give the guards some lead for their trouble and get in the elevator.





Now, you just have to find the last pumping station. Head out of the elevator room and turn left. Walk up the ramp, turn left, and you're at the last station. Spin the wheel and enjoy the cutscene as the facility crumbles. The Iraqi nuclear threat is no more. Mission accomplished.

HANOVER, GERMANY, 1/16/01

For this final mission, you'll be infiltrating Dekker's personal mansion. Stealth will be of the essence, so you'll want quiet yet powerful weaponry. I recommend the bulldog T-31 suppressed SMG and the R-22 microwave pulse emitter. Grab some armor, medpaks, and grenades as well. The guards in Dekker's mansion are armored, so the R-22 comes in handy.

Walk in, around, and up the stairs. Take out the guards with the R-22. When you come to a locked gate, kill the guard and shoot the button behind him to unlock the gate. Turn right, then turn right again. Go down the stairs, around the water, and through the door, microwaving any thugs daft enough to try to stop you. Open the wooden door and its partner. Kill the guards in the next room and grab their weaponry and armor. By now, you should have picked up a heavy machine gun and a slugthrower. The slugthrower is very handy right now. Jump into the water and crawl through the drainage tunnel to your left.

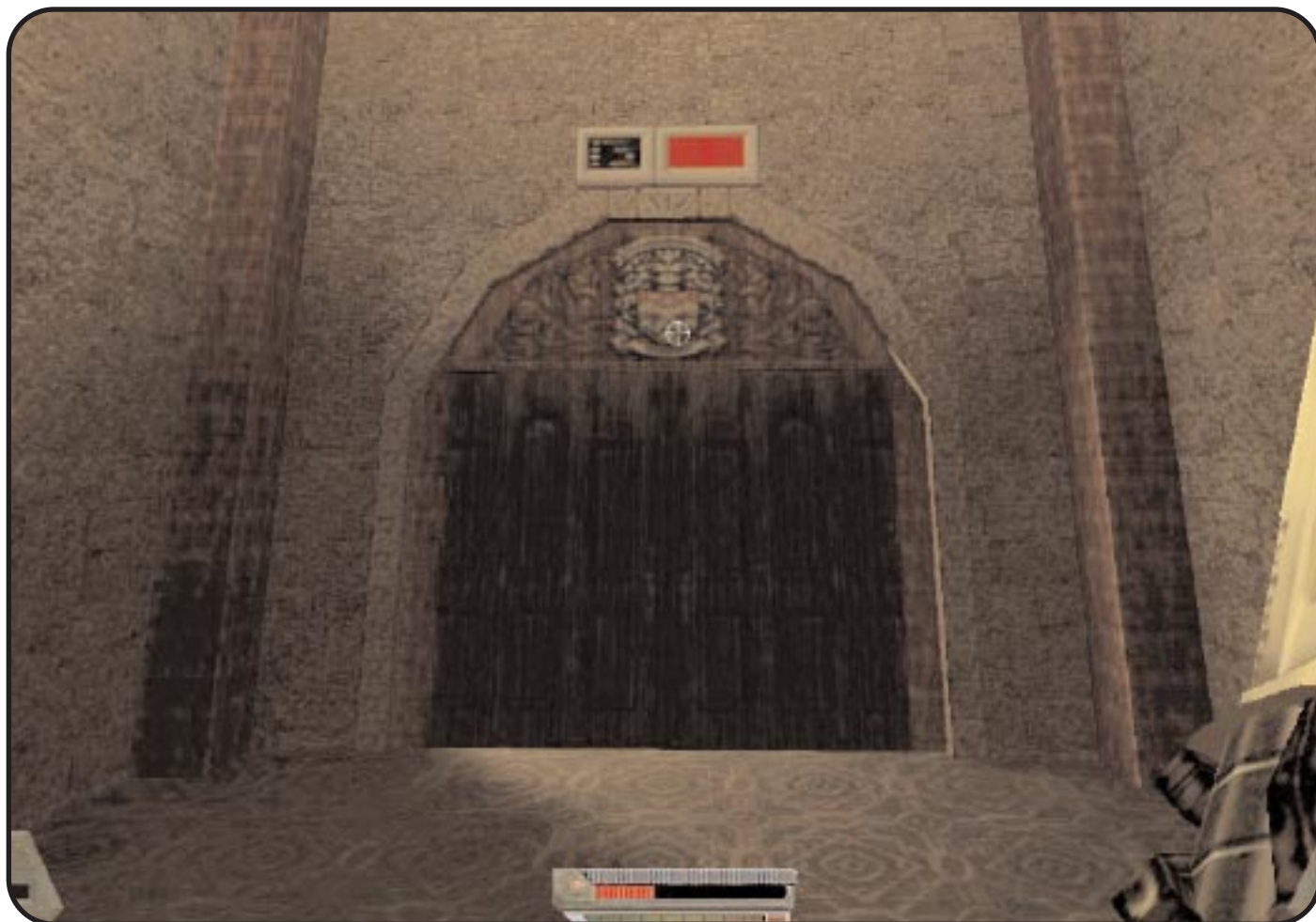
When you come out the other end, crouch out the hole in the wall and walk down the staircase. Be on the lookout for guards; they're swarming this place like ants. Head up the ramp on the other side and out the door at the end of the hall. Smite the guard and jump into the sewer pipe; the door at the top of the stairs is locked. Shoot the hole in the wall at the end of the tunnel and jump out. Eliminate the guard and climb the ladder to the right. Go through the tunnel hidden behind the crates to your left and turn right. The bottom will drop out; fall down. Kill the guards, turn left, and enter the door. Open the second door and ascend the stairs; watch out for the guard hiding behind the door. Climb the ladder atop the stairs.

Walk outside and turn right. Handle Dekker's men and continue through the next doorway. Toss a phosphorus grenade at the two rocket launcher-toting guards at the main entrance and head left (The main entrance is locked). Go through the passageway and ascend the staircase. Fry the guard at the top and spin the wheel to open the gate at the other side of the courtyard. Be sure to turn the wheel all the way and run back down, as the gate will begin to close as soon as you let go. You must still crouch through the opening. Eliminate the guards in the next courtyard and run around the building to the right. Go into the stables and climb the ladder. After you've dealt with the slug-throwing baddies, press the button. Go back down the ladder and board the secret elevator.





Once you leave the elevator, dispatch the guards and pick up any ammo you need. Continue along up both the straight and spiral staircases and walk around the corridor to the door. Apparently, Dekker's target is good old New York City, and he's got more than one bomb - not good. Pull the lever and knock off those guards. Continue onward. Don't touch the door with the red light over it; you'll sound an alarm.



Never touch a door with a red light over it, or an alarm will sound, summoning more enemies.

Instead, take a left. Descend the staircase and microwave the guards below. Keep walking. Open the next door and kill the guard. A security gun will appear; blow it away as well. Now, climb the staircase. Open the door at the top with caution; there are several well-armed guards waiting for you. Once you've taken care of them, climb the staircase and open the door. Turn left and dispatch the guards. Walk through the small door at the far right of the room. Turn left and fry the guard in the kitchen. Turn right and enter the door on your left. Exit this room through the other door and take out the guards. Walk down the left corridor and enter the first door on your right.





Grab the battery and go through the other door. Exit the bedroom back into the corridor. Now, enter the double doors across the hall. Take out the guards at the top of the stairs and enter the room. You'll see a cutscene that shows you where you must go next. Open the window and step in front of the mirror; hit the use button to flip to the other side of the wall. Go to the bottom and press the button. This deactivates the security system, letting you go through the doors that previously had red lights over them. Exit this room and go back to the hallway.

Turn left and enter the door with the green light over it. Take out the gun and go through the small door to your left. Hit the use button on the far-rightmost bookcase, the one with the two small cabinets on it. Walk through and fry the guards. Once the guards are dead, enter the elevator. Press the button to move on to the lower levels.

Start walking and take the gun that pops out at you. The large doors are locked, and one of the small doors has a laser defense turned on, so enter the other one. Once inside, eliminate the guards and climb the stairs. Hop onto the crates, then head up to the yellow pipe. Walk across and enter the ventilation duct (yes, yet another ventilation duct). Drop down and follow it through to the end. Before falling out, toss a few grenades to the guards. Once they're dead, drop down and press the button. Now, one of the large doors is open. Go through it. It will lock behind you. Now, it's time to stealthily move through some security lasers. If you're playing on the effortless or easy difficulty level and short on time, feel free to simply run through the lasers; you'll incur less damage than if you cut yourself shaving. Go through the door afterward. Keep going and smite any guards who try to stop you. Press the buttons in both control rooms, and the door will open. Proceed. Press the button and go through the second door.

Walk around, and you'll see Dekker. Turns out Sabre was his brother, so now you're even; Hawk for Sabre. Anyhoo, he starts the countdown; continue along to the left and go through the next door. Run through, dealing with any guards you encounter. Enter the next door and kill the guards. Once they're dead, destroy the glowing blue console. Then, continue through the next door and go on until you've destroyed all three consoles. Once you've destroyed the third and ended the countdown, go through the large door. Walk into the red-carpeted room, take out the guard, and continue. Go through the large door and kill the guards. Press the button and proceed through the next door. Kill some more guards and go through the next large door and its twin. Walk around the platform and continue through the next two large doors. Kill the guards in the room, then get on the elevator to the far right. Walk around and go through both doors. Go back down and go through the now-unlocked clear door. Go through the clear door to your left and take out the guards. Go through the next clear door and follow the passageway to the right.





Enter the door and take out the guards hiding in the gallery to your left. Then, go through the door at the opposite end of the room. Turn right, handle the guards, and go through the elevator.

Exit the elevator and turn right. We're getting close.... Follow the corridor to its end and press the blue button. Save your R-22 for Dekker; use the heavy machine gun for his guards. Try to hide behind a crate and toss phosphorus grenades at the men coming at you; you can take out several with each shot. Once Dekker emerges, just strafe around him to avoid his fire and keep your R-22 microwave gun on him. He'll fry relatively quickly compared to the damage he can take from other weapons.

Once he's dead, it's time to head back to New York. Congratulations, John; mission accomplished. Enjoy your reward money.





CHAPTER 6

Multiplayer Tactics

Multiplayer matches are a different style of game than the single-player campaign. While many concepts remain the same, you are trying to achieve different goals and must use different means to do so. This section concentrates on tactics and hints that will help you dominate your enemies in multiplayer matches.

FORGET ABOUT STEALTH

In multiplayer matches, stealth means very little. Unlike the bored guards and inept soldiers you face in the single-player game, human opponents are rarely stupid enough to sit still long enough for you to sneak up on them and shoot them in the head. Most humans will be constantly moving, making sniper shots to the face much more difficult. There is no PADD system in multiplayer either, so you don't have to worry about using super-noisy weapons like the FLASH rocket launcher and multiple packs of C4. While it may occasionally pay to slowly edge your way around corners and lean to observe your enemies, if you ever find an opponent stupid enough to stand still, simply cap him in the throat or head and find a real opponent. Don't make any unnecessary amounts of noise, but don't let concerns about noise impede your killing ability.

USE YOUR WEAPONS LIBERALLY

Unless you are a monster of a multiplayer foe, your life will often run out before your ammunition does. While this doesn't mean you should run around holding down the fire key, you shouldn't worry nearly as much about conserving your ammunition. If there are no enemies in plain visual range, but you suspect some are nearby, don't be afraid to lob a few grenades over a building edge to see if you can catch someone by surprise. Depending on your server latency, you may or may not take pinpoint accurate shots. As a result, you must compensate for accuracy with volume. Weapons like the raptor SMG are a bit more useful than slower-firing guns like the .44 handgun when dealing with a lagging foe who's making fast evasive maneuvers.





RUN JOHN MULLINS, RUN!

For the most part, there is absolutely no reason for you to ever walk in multiplayer matches. The exception is during realistic matches where you can build up fatigue (shown where the PADD usually is). If you plan to do some serious multiplayer playing, go ahead and turn on Always Run in the options menu. The faster you are moving, the more difficult you are to hit. Make sure that you're not predictable enough to run in a straight line either. Do not strafe left until you hit a wall, then strafe right until you hit a wall, then strafe left again, and so on. Make some erratic motions and try to combine strafing with moving forward and backward to decrease the chances you'll be shot. I cannot stress enough the importance of learning how to effectively run evasive maneuvers. It does make aiming more difficult, but practice, practice, practice until you can both effectively aim your weapons and make constant erratic dodges. While jumping and ducking can help make you slightly more difficult to hit, their importance is not nearly as great as learning how to effectively evade your enemies on foot. Keep yourself moving and run, run, run like the wind!

EMPLOY YOUR BRAINS

While you may get the impression that winning a deathmatch is all reflexes and skill, there is a considerable amount of leeway for quick thinking and planning. Sooner or later, even if you're extraordinarily good, you will run into that one opponent you simply can't defeat in a fair fight. My advice to you is, don't fight fair. Don't get drawn into open-field fights with a tough opponent; throw some C4 in his path and run away. Take pot shots at him from behind corners and make him chase you around. If you start to get killed, find some other players and run into the mess and try to get them to shoot at him as well. Finally, if your hated opponent is doing well score-wise and is about to kill you, do your best to deny his victory by finding a low-ranked player and giving him a chance to finish you off. Good planning can sometimes compensate for what you lack in godly reflexes.

LEARN THE MAPS

Those who know the map they are fighting on have a noticeable advantage. This is especially important during capture-the-flag matches where you are trying to guard and attack specific areas. Knowing where the weapon and armor spawn points are is also invaluable. The best way to learn the maps is to go out and explore them. Start your own private multiplayer server, run around the map, and find out where all your favorite weapons and items spawn. During matches, knowing where to retreat to find health, armor, and ammunition can make a serious difference in score. Don't get predictable as to where you run every time you're hurt; try to set up a few good





zones to head for if you're hurting. If you know where you are headed, you can often run backward while keeping your guns pointed at your enemies. Exploring a level can also reveal hiding and sniper spots where you can lay C4 traps. Most players will also head for popular item spawning areas, so knowing how to get to these places quickly will also increase the chances that you'll run into a wounded enemy to kill.





Appendix A

Cheat Codes

Soldier of Fortune has extensive cheating options. To access them, you must make a few quick changes. To begin, edit the shortcut to the game on your desktop. Press and hold the Windows key (the key between the left control and alt keys with the Windows logo on it) and hit M to show your desktop. Then, right click the shortcut. Click properties, then click on the shortcut tab. Add "+set console 1" to the end of the Target line outside the parenthesis. The full target should now show: "C:\YourGameDirectory\SoF.exe" +set console 1. Now, when you are in a single-player game, you can hit the ~ (tilde) key to see the console. You can scroll the console up or down with the Page Up, Page Down, Home, and End keys. A list of all available commands usable at the console can be obtained by entering "cmdlist" at the console. From the console, you can enter the following cheats, provided the difficulty you are playing lets you use cheats.

bigelbow – Gives you weapons 6 and 8 through +.

elbow – Gives you weapons 1 through 5 and 7.

heretic – Makes you invincible. Repeating the command disables it.

matrix # – Changes the game speed (replace # with a number from 0 to 10). 1 is the default game speed, anything higher makes the game faster. Any number lower than 1 makes the game slower. .5 is a fun speed for slow-motion style gameplay.

ninja – Makes you invisible to all enemies. Repeating the command disables it.

phantom – Lets you walk through walls and objects. Repeating the command disables it.





OBJECT AND CHARACTER CREATION

You can cause a variety of items to appear through a technique called spawning. Type "gimme XXX" to spawn things, replacing "XXX" with something from one of the following lists. You can combine items via a semicolon; for example "gimme item_weapon_pistol1; gimme

item_weapon_shotgun" would spawn both the 9mm handgun and the combat shotgun. Here is a list of usable items you can spawn:

Ammo

Type "gimme item_ammo_X" and replace X with one of the following items:

auto – 5.56 mm ammo for the sniper rifle, raptor submachine gun, and the guardian heavy machine gun.

battery – Battery for the microwave pulse emitter.

gas – Fuel for the flamewgun.

pistol – 9mm ammo for the 9mm handgun and the suppressed submachine gun.

pistol2 – .44 caliber ammo for the .44 handgun.

rocket – M-22 rockets for the rocket launcher

shotgun – 12-gauge shells for the combat shotgun.

slug – Slugs for the slugthrower.

Equipment

Type "gimme item_equip_x" and replace X with one of the following items:

armor – Ballistic body armor.

c4 – C4 plastique explosive.

flashpack – Flashpak.

grenade – Fragmentation grenade.

light_goggles – Light amplification goggles.

medkit – Field medical kit.





Weapons

Type "gimme item_weapon_X" and replace X with one of the following items:

assault_rifle – Raptor submachine gun.

autoshotgun – Slugthrower.

flamethrower – Flamegun.

machine gun – Heavy machine gun.

machinepistol – Suppressed submachine gun.

microwavepulse – Microwave pulse emitter.

pistol1 – 9mm handgun.

pistol2 – .44 handgun.

rocketlauncher – Rocket launcher.

sniper_rifle – Sniper rifle.

shotgun – Combat shotgun.

Objects

Typing in the command "developer 1" at the console lets you access a listing of all objects used in the current level by typing "entlist." The entlist feature contains a list of objects, some of which are spawnable, some are not. The most notable is the list of enemies, typically listed as something like "m_nyc_mskinhead" or something similar. Using the "gimme" command, you can actually spawn enemies. You can spawn different enemies from different maps, and they will occasionally duke it out with each other. "gimme m_x_mraiderboss2" will spawn the last boss of the game. "gimme m_x_mcharacter" will spawn John Mullins himself.

Maps

Any map can be accessed in the game using the "map X" command at the console, replacing X with the name of a map. If you wanted to go to the second map of the Siberia level, you would enter "map sib2" at the console. A list of all the single-player maps in order as you encounter them in-game, is:

Subway – tsr1, tsr2

Train – trn1

Armory, first trip – arm1

Kosovo – kos1, kos2, kos3





Siberia - sib1, sib2 sib3

Iraq, part 1 - irq1a, irq2a, irq3a

Armory, second trip - arm2

New York City - nyc1, nyc2, nyc3

Sudan - sud1, sud2, sud3

Armory, third trip - arm3

Japan - jpn1, jpn2, jpn3

Iraq, part 2 - irq1b, irq2b, irq3b

Germany - ger1, ger2, ger3, ger4





Appendix B

Glossary of Terms

There are many nicknames used in Soldier of Fortune, and they can be confusing. Refer to this glossary for an explanation of all the game's terms.

AMU, MOHAMMED

Amu is an Iraqi general secretly lustng for Hussein's power. He has a large following and, as such, is one of the most powerful men in Iraq, second only to Hussein.

ARMED RESPONSE CONDUIT

The Shop gives you your orders and debriefings through this computer device.

BERSERKER

Nickname for a vicious 12-gauge shotgun.

BLACK PANTHER

Nickname for a 9 millimeter handgun.

C4

Nickname for a highly stable, timed form of plastic explosive.

DEKKER, SERGEI

Leader of the Order, a terrorist group aiming to destroy the UN to let sovereign nations do as they please without police intervention. Dekker hates the UN, blaming them for his exile from his home country of South Africa.





DEKKER, WILHELM

A relative of Sergei Dekker, Wilhelm is the leader of a New York City gang.

GLADSTONE, SAM

A military and CIA veteran who now works for the Shop as an intelligence contact. He poses as the owner of Laskey's Used Books, behind which he oversees the heart of the Shop's debriefing area for Hawk and John.

GUARDIAN, M-75

Nickname for a heavy machine gun.

HEAVY HITTER, H-24

Nickname for the slugthrower.

HUSSEIN, SADDAM

Militaristic leader of Iraq.

MULLINS, JOHN

Central character of Soldier of Fortune. Mullins is a retired military hero who now works for the Shop, handling some of its toughest missions with the help of his partner, Hawk.

NETHER REGION

The groin area of a man.

ORDER, THE

A terrorist group lead by Sergei Dekker.

PARSONS, AARON "HAWK"

A military demolitions expert who teams up with John Mullins for missions of the utmost importance and difficulty.





PADD

The personal audio detection device, lets you visualize how much noise you're making. Use it wisely to avoid fighting more enemies than you absolutely must in the single-player game.

PIG STICKER

Nickname for a combat knife.

R-22

Nickname for the microwave pulse emitter.

SABRE

Leader of a New York gang; a nickname for Wilhelm Dekker.

SHOP, THE

A UN anti-terrorist group. The Shop's existence is a well-kept secret; not many people know of the amazing work these people do.

SILVER TALON

Nickname for a .44 caliber handgun.

STRATOS GROUP, THE

A group of five avid gamers, two of which authored this guide. Check out its awesome homepage at www.stratosgroup.com.



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The Borg threaten the fragile peace established by the Federation, the Klingons, and the Romulans. To end this menace you'll need combat strategies for each faction, complete single-player campaign walk-through, and cheat codes. Get it all here!

MESSIAH GAME GUIDE

<http://gameguides.gamespot.com/guides/messiah/>

The city is filled with violence and mayhem, and the deformed citizens who dwell in the sewers have begun rioting. But you have a greater evil to fight, and these domestic disturbances will only prove to be a distraction from your true goal. Get this guide for video tips for the game's toughest sections, proven survival strategies, weapon and character guides, and complete walk-through of every sector.

FEAR EFFECT OFFICIAL GAME GUIDE

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You must find the seemingly innocent girl, Wee Ming, and stay alive long enough to collect your reward. That's the plan. Here's the solution. This official Fear Effect game guide. Get this official guide for video tips (for a truly interactive experience), combat and weapon strategies, comprehensive walk-throughs, and cheat codes.

